

Sparkgear 1	_____	2
Sparkgear 2	_____	31
Sparkgear 3	_____	93
Sparkgear 4	_____	202
Sparkgear 5	_____	317
Sparkgear 6	_____	365
Sparkgear 7	_____	405
Sparkgear 8	_____	514
Sparkgear 9	_____	552
Sparkgear 10	_____	609
Sparkgear 11	_____	659
Sparkgear 12	_____	699
Sparkgear 13	_____	723
Sparkgear 14	_____	770

Title: **Sparkgear - experimental bloodline fortress [Historical archives]**
Post by: **nahkh** on **May 06, 2009, 06:28:03 am**

Hello my beardy friends. Today we shall be experimenting on a new form of bloodline game. In it's traditional form, the bloodline game consists of players taking one year long turns in succession. This does have its merits, every player has an equal opportunity to express their own perversions regardless of how much time they can spend per day or how fast their computer is. It does have its downside, namely that turns drag on and on while others wait in frustration. Hereby I propose a new experimental format: Every turn lasts exactly 24 hours, regardless of how much time has passed in game time. Turns change at 21:00 GMT, with no exceptions. The save MUST be uploaded by then, or the turn is forfeit and the next player defaults to the previous save.

The game starts this weekend, on saturday (the ninth of May). We'll run this experiment for ~~two~~ three weeks, and keep going if while it kicks off.

- Player list for the first two weeks:
- | Day: | Player: |
|------|--|
| 9. | Nahkh |
| 10. | ArkDelgato |
| 11. | Skid |
| 12. | Da King |
| 13. | [deleted] |
| 14. | Duke 2.0 |
| 15. | Ryalseth |
| 16. | Errol (notify by PM) |
| 17. | Marko |
| 18. | ArkDelgato (second turn) |
| 19. | Skid |
| 20. | filiusenox |
| 21. | Ryalseth (second turn) |
| 22. | Demonic Spoon |
| 23. | Demonic Spoon (Well you guys didn't reserve it in time.) |
| 24. | ArkDelgato (third turn) always |
| 25. | Marko |
| 26. | Eerr |
| 27. | empty |
| 28. | empty |
| 29. | empty |

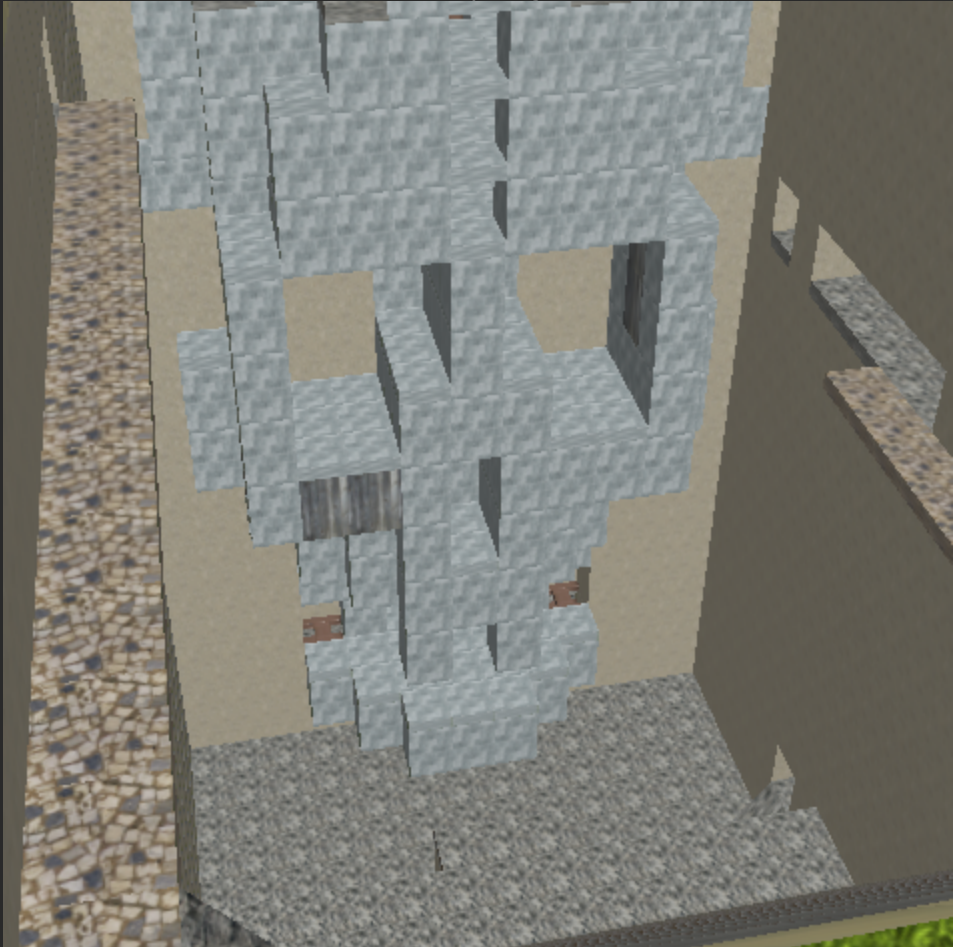
(For clarity, turn 10. begins on 9. at 21:00 GMT and ends 10. at 21:00 GMT)

When you sign up, please state which day you want, so that it suits your schedule. Anyone may take any free turn, but please do not reserve more than one turn at a time. Once you have completed your turn you may reserve another if there are free slots.

As for the game itself, there won't be any major goals. Crazy superprojects, sure. Especially if you're the kind of OCD that will spend the whole 24h playing. Mismanaged dwarves, possibly. Horrible design, more than likely. But no grand design. Just you, crazy dwarves and twenty-four hours. Are YOU up for it?

The area we're using is a 4x4 area with a brook, flux, magma pipe and HFS. Latest map of the fort can be found here <http://mkv25.net/dfma/map-5767-sparkgear> (<http://mkv25.net/dfma/map-5767-sparkgear>)

This is Sparkgear.



Think you can handle it?

EDIT: It does seem that the fort has really kicked off. It's already an incomprehensible mess, but at least players don't have to wait weeks to get their turn. As always, new players are needed. Welcome to Sparkgear, home of the uranium kitchens. Good times.

AND NOW

Some select player comments

Yay! More 'art' to deface :D
-Demonic Spoon

So that's how they cook without fire, I always wondered
Corona688-

Mauhhhhahahahahahh...cough..cough...muuahahahahahaahahah
-filiusenox-

Ready to ruin the fort, sir!
Errol-

Oh

my

GOD.

WHAT DID YOU GUYS DO?
-[deleted]

Oh good god.
Ryalseth-

Don't do that!! How is the fortress going to grow when all the dwarves are wearing pants??
-alway-

[/size]

Title: **Re: Sparkgear - A different bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **ArkDelgato** on **May 06, 2009, 07:48:09 am**

Sign me up for the tenth

Title: **Re: Sparkgear - A different bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **nahkh** on **May 06, 2009, 07:59:03 am**

And we have our first contestant! Tenth it is.

Title: **Re: Sparkgear - A different bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **azazel** on **May 06, 2009, 11:07:48 am**

Quote from: nahkh on May 06, 2009, 06:28:03 am

I've yet to pick a site, but I'm looking for a 3 by 3 area with an underground river, magma pipe, chasm and adamantite. I may have to give one of those up but for fps' sake I'll keep the 3 by 3. Will post more details as I find a location. (Also taking suggestions location-wise)

So, anyone up for some DF?

I'm not joining, but I just genned a world where I found pipe, river, flux and HFS on a 4x4:
[Spoiler](#) (click to show/hide)
Created in DF v0.28.181.40d.
Created in DF v0.28.181.40d.

[WORLD_GEN]
[TITLE:LARGE]
[SEED:1849252448]
[HISTORY_SEED:1866945152]
[NAME_SEED:3407675072]
[DIM:257:257]
[END_YEAR:1050]
[BEAST_END_YEAR:100:15]
[REVEAL_ALL_HISTORY:1]
[CULL_HISTORICAL_FIGURES:1]
[ELEVATION:1:400:800:800]
[RAINFALL:1:100:400:400]
[TEMPERATURE:25:123:400:400]
[DRAINAGE:0:99:400:400]
[VOLCANISM:7:100:400:400]
[SAVAGERY:1:100:400:400]
[ELEVATION_FREQUENCY:1:1:1:1:1:1]
[RAIN_FREQUENCY:1:1:1:1:1:1]
[DRAINAGE_FREQUENCY:1:1:1:1:1:1]
[TEMPERATURE_FREQUENCY:2:1:2:3:1:1]
[SAVAGERY_FREQUENCY:1:1:1:1:1:1]
[VOLCANISM_FREQUENCY:1:1:1:1:1:1]
[GOOD_SQ_COUNTS:100:1000:2000]
[EVIL_SQ_COUNTS:100:1000:2000]
[PEAK_NUMBER_MIN:50]
[OCEAN_EDGE_MIN:3]
[VOLCANO_MIN:35]
[REGION_COUNTS:SWAMP:1032:7:6]
[REGION_COUNTS:DESERT:1032:7:4]
[REGION_COUNTS:FOREST:4128:13:12]
[REGION_COUNTS:MOUNTAINS:8256:9:8]
[REGION_COUNTS:OCEAN:8256:7:5]
[REGION_COUNTS:GLACIER:0:0:0]
[REGION_COUNTS:TUNDRA:0:0:0]
[REGION_COUNTS:GRASSLAND:8256:13:12]
[REGION_COUNTS:HILLS:8256:13:12]
[EROSION_CYCLE_COUNT:250]
[RIVER_MINS:400:400]
[PERIODICALLY_ERODE_EXTREMES:1]
[OROGRAPHIC_PRECIPITATION:1]
[SUBREGION_MAX:2750]
[CAVE_MIN_SIZE:5]
[CAVE_MAX_SIZE:25]
[MOUNTAIN_CAVE_MIN:400]
[NON_MOUNTAIN_CAVE_MIN:300]
[ALL_CAVES_VISIBLE:1]
[SHOW_EMBARK_RIVER:2]
[SHOW_EMBARK_POOL:2]
[SHOW_EMBARK_M_POOL:2]
[SHOW_EMBARK_M_PIPE:2]
[SHOW_EMBARK_CHASM:2]
[SHOW_EMBARK_PIT:2]
[SHOW_EMBARK_OTHER:2]
[SHOW_EMBARK_TUNNEL:1]
[TOTAL_CIV_NUMBER:50]
[TOTAL_CIV_POPULATION:20000]
[PLAYABLE_CIVILIZATION_REQUIRED:1]
[ELEVATION_RANGES:8256:16512:8256]

[RAIN_RANGES:8256:16512:8256]
[DRAINAGE_RANGES:8256:16512:8256]
[SAVAGERY_RANGES:8256:16512:8256]
[VOLCANISM_RANGES:8256:16512:8256]

[Spoiler](#) (click to show/hide)

Access to all civs, my civs are modded to 4 goblin civs (just copy entity_default's "EVIL" 3 additional times). No other mods.

edit: just saw that you wanted an underground river. sorry. I'll leave it here if you're still interested (can shave the area to at least 3x4 by dropping the river on the right).

Title: **Re: Sparkgear - A different bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Time Kitten** on **May 06, 2009, 11:36:45 am**

Checking my schedule for a specific day to sign up for.

Title: **Re: Sparkgear - A different bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Skid** on **May 06, 2009, 12:21:44 pm**

I'll take the 11th.

Title: **Re: Sparkgear - A different bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Da King** on **May 06, 2009, 03:52:15 pm**

I'll take the twelfth.

Title: **Re: Sparkgear - A different bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **nahkh** on **May 06, 2009, 04:13:58 pm**

Updating turn requests, Skid to 11th and Da King to twelfth. I hope you find a suitable day, Time Kitten.

Azazel: Thank you for that.
I dare say that 4x4 area sounds tempting. If I don't hear any objections for a day or so I say we'll go with that one.
Thanks again. Saved me a bit of trouble there ^^.

Title: **Re: Sparkgear - A different bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Duke 2.0** on **May 06, 2009, 04:49:50 pm**

Trust me, a 4x4 area shall be good. After doing a ton of nano-fortresses, anything larger than 4x4 always has too much wasted space.

I volunteer myself for the 14th. Seems like I will most likely have a free day that day, but don't be surprised if I drop out a day or two before. Considering the nature of this succession game, that doesn't seem like it would cause much hassle.

Title: **Re: Sparkgear - A different bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **nahkh** on **May 06, 2009, 04:58:07 pm**

I'll put you down for the 14th. If you need to cancel just let me know, it's indeed not likely to cause a hassle.

Title: **Re: Sparkgear - A different bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **nahkh** on **May 07, 2009, 01:43:32 am**

Oh yeah. I successfully genned the world, and found the site.
Guess what the nearby forest is called?
...
The Jungle of Skulls.

Mountains?
The Horn of Fjords.

Before I embark, I want to have a quick poll about the dwarven civ we want to use (for the pantheon, of course). Here's the list
[Spoiler](#) (click to show/hide)

The Infallible Gear, Dwarves
Worship List
Žkil, deity: metals, minerals, mountains, caverns
Doren, deity: wealth, trade
Litast, deity: fortresses, war, jewels
Migrur, deity: salt
Nish Wheelstranger, deity: travelers
Astesh Phlegmthieves, deity: murder, death, nightmares, the night
Nar the Funeral of Bone, deity: duty, deformity, disease
Vathsith the Brains of Dominion, deity: discipline
An, deity: lightning, thunder, peace

The Door of Auras, Dwarves
Worship List
Moldath Canyoniron the Sizzling Fingers, deity: mountains, volcanos, fire
Nokzam the Father of Drilling, deity: fortresses, war, death
Ucat, deity: minerals, metals, crafts, labor
Tobul Bluecanyon, deity: jewels
Kovest the Fortune of Bridging, deity: wealth, trade
Litast Sternknights, deity: fishing, hunting, longevity, youth, birth
Lenod Drinkheavens, deity: trees, the rain, agriculture, food, fertility
Izeg, deity: lust
Zutshosh, deity: theft

The Slippery Clasp, Dwarves
Worship List
Dakas the Boulders of Paint, deity: jewels
DCEshmab the Oily Rock, deity: minerals, fortresses
Doren Mountainbronze, deity: metals
Kovest the Pearl of Gems, deity: wealth
Tobul the Branded Oil, deity: mountains, volcanos

The Galley of Clinches, Dwarves
Worship List
Doren Oilsizzle, deity: earth, volcanos, mountains
Bomrek, deity: jewels, wealth, trade, fortresses, war, victory
Langgud Raycrabs, deity: the weather, nature, light
M”rul, deity: wisdom, scholarship, writing
Dolok, deity: lakes, rivers, oceans, coasts, laws, justice
Kugik Jacktub, deity: happiness, revelry, festivals, hospitality
Luslem, deity: fate, the stars
”tthat the Tresses of Searching, deity: speech, persuasion, poetry
Lir, deity: fire, the sun, day
Zulban the Ultimate Messiah, deity: duty

The Paper of Safety, Dwarves
Worship List
Likot the Blue Iron, deity: jewels, minerals
Ber, deity: metals, fire
Osram the Earthen Avalanche, deity: mountains, wealth
Arban the Defensive Laws, deity: fortresses, salt, oceans, lakes, coasts
Dugal Balancedmatched, deity: balance
Rakust the Lustful Canker, deity: nightmares
Rafum, deity: luck
Lush•b, deity: jealousy
Rithul Petaladored, deity: dance
Bisçl Goodangels the Consideration of Helping, deity: truth
Toral, deity: laws

The High Channels, Dwarves
Worship List
Id, deity: earth, volcanos
Ērtal Ivorywandered, deity: jewels, wealth, trade
Žs, deity: fortresses, mountains
Nikuz Sculptedgleam the Dutiful Hardiness, deity: fame, rumors
Osram, deity: suicide, games, gambling
Mishthem Plannedletters, deity: writing
B%or–l, deity: justice
Anriz the Dangerous Curses, deity: the sky, the moon, the night, nightmares
Ad the Bristle of Glitter, deity: the sun
Reksas, deity: torture
Vakist Jestedstyled the Slop of Trimming, deity: song, festivals

The Portals of Webbing, Dwarves
Worship List
Idr„th, deity: wealth, trade
Id Diamondpaint the Copper Coal, deity: jewels, minerals, metals
Datan Crestearthen the Oily Irons, deity: mountains
Shesam, deity: fortresses, war, chaos
Atol the Courteous Rights, deity: salt, truth
Anan, deity: mist
Reked Buckledbins, deity: labor
Alak Highstrengths, deity: fame, youth
Kizbiz, deity: the seasons
Etest Steelrapid the Jewels of Bravery, deity: courage

The Flickering Spears, Dwarves
Worship List
Etur, deity: metals
Kovest, deity: wealth
Uzol, deity: minerals
Onol, deity: jewels
Ral the Coal of Steel, deity: mountains, volcanos
Taron Stancesmoke, deity: fortresses, war, valor
Inrus Vicesin, deity: torture
Tumam, deity: oaths, loyalty
Romlam Seducedhates the Owl of Midnight, deity: treachery, trickery, lies

The Whimsical Sword, Dwarves
Worship List
Uzol Silvermined, deity: minerals
Doren Bronzeiron the Granite Beak of Oiling, deity: mountains
Ral, deity: wealth
Nadak, deity: fortresses
Erib, deity: metals
Žs Bouldercolors the Brightnesses of Greenness, deity: jewels
Logem Glowpaint, deity: light
Avuz Hollowechoes, deity: caverns

The First Clasp, Dwarves
Worship List
Kad”l the Bronze Mountain, deity: minerals
Logem Granitesilver the Blue Avalanche, deity: jewels
AthnĈer the Fenced Danger, deity: fortresses, war, death
Doren Canyonsteel, deity: mountains
Ērtal the Ivory Taxes, deity: wealth
Rith, deity: metals, crafts, creation

So, which is it? I personally like The Infallible Gear or The Door of Auras best. They have some kickass gods right there. Astesh
Phelgmthieves, how do you get more awesome :D

While I'm at it, any preference on the initial loadout? If I don't hear objections I'll go with my usual:

[Spoiler](#) (click to show/hide)

[PROFILE]
[TITLE:Profile 1]
[SKILL:1:MINING:5]
[SKILL:1:UNARMED:5]
[SKILL:2:MINING:5]
[SKILL:2:UNARMED:5]
[SKILL:3:WOODCUTTING:5]
[SKILL:3:CARPENTRY:5]
[SKILL:4:MASONRY:2]
[SKILL:4:WOODCRAFT:2]
[SKILL:4:STONECRAFT:2]

[SKILL:4:BOWYER:2]
[SKILL:4:MECHANICS:2]
[SKILL:5:DETAILSTONE:2]
[SKILL:5:DISSECT_FISH:1]
[SKILL:5:PROCESSFISH:1]
[SKILL:5:FISH:5]
[SKILL:5:DESIGNBUILDING:1]
[SKILL:6:BREWING:5]
[SKILL:6:PLANT:5]
[SKILL:7:COOK:3]
[SKILL:7:PLANT:5]
[SKILL:7:HERBALISM:2]
[ITEM:2:WEAPON:ITEM_WEAPON_PICK:METAL:COPPER]
[ITEM:1:WEAPON:ITEM_WEAPON_AXE_BATTLE:METAL:STEEL]
[ITEM:1:ANVIL:NONE:METAL:IRON]
[ITEM:40:DRINK:NONE:PLANT_ALCOHOL:GRASS_WHEAT_CAVE]
[ITEM:20:DRINK:NONE:PLANT_ALCOHOL:MUSHROOM_HELMET_PLUMP]
[ITEM:11:SEEDS:NONE:MUSHROOM_HELMET_PLUMP:NONE]
[ITEM:5:SEEDS:NONE:GRASS_TAIL_PIG:NONE]
[ITEM:32:FISH:NONE:TURTLE:NONE]
[ITEM:15:PLANT:NONE:MUSHROOM_HELMET_PLUMP:NONE]

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **[deleted]** on **May 08, 2009, 04:37:51 am**

I guess I'd be down for it. Sign me up for the 13th.

I also have no objections to your loadout, and The Door of Auras sounds pretty cool.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **filiuseno**x on **May 08, 2009, 08:06:53 pm**

Sign me up.....GO OCDS!!!
((PROUD HALF OCD GUY))

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YO**
Post by: **nahkh** on **May 09, 2009, 04:00:14 am**

Which day did you want, filinusenox?

[deleted], you're on.

Also, I'm starting the first turn. To honor the dwarven way, I spent the first half of my turn drinking booze and sleeping it off. [incoming update]

EDIT: OH GAWD, what did I DO? [update even MORE incoming]

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Labs** on **May 09, 2009, 02:01:18 pm**

Count me in

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YO**
Post by: **nahkh** on **May 09, 2009, 02:49:11 pm**

Whoah, let's get the business out of the way first.
<http://dff.d.wimbli.com/file.php?id=1012> (<http://dff.d.wimbli.com/file.php?id=1012>)
Here is the save as per rules.

Labs, which day?

[writeup to follow]

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **ArkDelgato** on **May 09, 2009, 03:32:56 pm**

So I can assume your turn is done and go now?

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **varkarrus** on **May 09, 2009, 05:04:31 pm**

!!Players!! needed? Great. I have to set myself on fire.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **ArkDelgato** on **May 09, 2009, 11:52:27 pm**

How do I set up the file?
Opening the file has a save and lots of art images.
What do I do lol.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Labs** on **May 10, 2009, 12:01:22 am**

Ill take the 15th if its ok

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **[deleted]** on **May 10, 2009, 01:39:43 am**

Quote from: ArkDelgato on May 09, 2009, 11:52:27 pm

How do I set up the file?
Opening the file has a save and lots of art images.
What do I do lol.

You get folder called region 8 or whatever. Move that into your dwarf fortress->data->save folder. When you start it up you should be able to see the fortress when you go to continue.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Errol** on **May 10, 2009, 03:45:37 am**

I'm on it. Send me a PM or something when the day comes.

16th naturally.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **ArkDelgato** on **May 10, 2009, 09:42:00 am**

Are you done the writeup nakhh?
I need to continue the *stooooory*.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **nahkh** on **May 10, 2009, 11:00:27 am**

Sorry for my absence, I had some unavoidable business with the family.
I'll update the player list in a moment. After which I'll give you the writeup.

ArkDelgato: I hope you've succesfully loaded the save. It is as [deleted] described.

Angry scribblings found in a diary, marked only as "Nahkh the Magnificent - Hands off!". The markings are undated.
THE NERVE OF THOSE INSIPID PENCIL-PUSHERS! Exile? ME? They are truly off their beards. Was it not I, Nahkh the First, who designed the Thrice Layered Waterfall? The Thundering Halls? The Portrait of Urist Girdleloined, carved into the very foundations of our now-greater mountainhomes? YES. They dare accuse me of causing the Central Corridors to flood every 33 minutes, and that the Thundering Halls cause permanent ear damage. Bah! That weaver has already recovered partial hearing. Permanent my hairy arse. Who was he anyway, the son of a baron? *oh yeah he was*. But the claim that my so far Grandest Design of the Portrait substantially weakened the foundations? Elfshit. Pure elfshit. "Load-bearing pillar". Bah.

But it Cannot Be Helped. I am sent to exile. And JUST as I had completed the plans of my Magnum Opus, my Absolute Masterpiece. The Skull of Sages. Such perfection I can hardly believe it myself. But these buffoons are now preventing me from completing my Masterpiece.

Undated markings
I have heard the final judgement. They are ordering me into exile to the butt-end of nowhere. The border of a desolate swamp, called the Jungle of Skulls. Ahhah. They are sending six other dwarves with me. The official explanation is that we're being sent to build a new outpost. Bah. They're just trying to placate me. As if I would forget the public humiliation. CURSE THEM ALL TO HELL.
The good news is that they have (justly) given ME the leadership over these wretched morons. Hopefully there is a suitable cliff nearby that I can complete my Magnum Opus, even if in exile. They'll regret sending me away after THAT. I could even build myself a nice little empire. Hah, King Nahkh, how about that.

1st Granite, 101.
It seems that all the gods of the deep have cursed me. There is not a spot of elevated ground ANYWHERE in sight. CURSE YOU! I'm doomed to misery it seems.
I ordered the constructions of a shelter near our wagons. The area seems peaceful enough, but I'm sure once the goblins hear of MY presence they'll be sending troops to capture me. As if I would EVER design anything for those wretched things. Let them wallow in their own muck.

3rd Granite, 101.
GENIUS! I can't believe I didn't think of this before. We don't need a cliff, we can MAKE one. I have two semi-capable miners at my disposal, and they'll do everything I tell them to. BWAHAHAHAHA! I dug out my old blueprints, The Skull of Sages will be built!

5th Granite, 101.
I've heard some grumbling from the miners. They seem to be discontent with their lot, digging for my Magnum Opus. The ignorant louts. Fortunately I was able to invent a plausible excuse with my brilliant mind. I told them it was my intention to build our new home deep underground, and we were simply building a suitable entrance. They seemed content and went on their merry way. My I'm so stunningly smart.

6th Granite, 101.
It seems like I'm even smarter than I thought. The home deep underground is a BRILLIANT idea. No more of this horrid sunlight. It's making me nauseous.

Undated markings, smudged with tears.
DISASTER! Oh woe is me. How rotten can one stunningly smart and handsome dwarfs luck get? Of all places, we have hit adamantite. ADAMANTITE. Oh hell, once word gets out to the mountainhomes, they'll surely send more people here and depose me of my position of power. This can't be happening. MY MAGNUM OPUS.

More undated markings
After I calmed down I formulated a plan. There are only seven of us. No-one needs to find out that we've struck adamantite. Yes, that is what I'll do. I'll hide it. I'll have my minions hide it within our base, and we'll keep away from the mercants. BRILLIANT. Bah, I'm surprised that the miners even recognized the adamantite. It's not like they've ever seen it up close. And it's only a small vein, hardly worth reporting, right?

Undated markings, but obviously much later
So far the construction is going as planned. I had the woodworker build us a small common room to sleep in while we build. The farmers are hard at work with the temporary farms. I can't have my minions starve to death, building my Magnum Opus myself would take too long. So far we've seen no sign of immigrants, which is perfect. I can't have anyone snooping around. I await the liaison with dread. I don't really have any good excuse to stop him from snooping around. It's his job to inspect the fort, after all...

Winter, 101
I've lost count of days by now, but it hardly matters. My Magnum Opus is nearly complete. The parts that are complete look beautiful. Truly, the gods have blessed me with an overabundance of talent. I'm even beginning to like this place. No naysayers, I get to my own (and others') boss. Total creative freedom. Truly, the gods have favored me.
Even the liaison didn't seem that interested in our fort. He just did the bare minimum, trying to get me to sign a trading contract. As if I would ever stoop to haggling like that. I waved him away. He looked upset but he had other forts to inspect before the winter.

Spring, 102
Complete! BEAUTY. I have no other word for it. If should die in my tragically young age, I could die content in knowing that future generations would honor my name.
And the fortress itself... Well, the miners were eager to dig further so I let them. I'm currently drawing up a quick blueprint for the place.

After all, I can't let those diletants dig whatever they like. That would be... unseemly.

Late spring, 102

Disaster, again. We struck adamantite once more. A larger cluster this time. Right in the middle of our apartment complex. This is going to take more time to cover up. But at least my Magnum Opus is built, so it's all right I guess. I've ordered the miners to build me an office and some reasonable quarters. They're still very barren, I'll have to rectify that later. We've moved much of our stocks down into the fortress proper, but so far we haven't gotten the farms up yet. We're setting up a reservoir to handle irrigation but our mechanic keeps messing up with the floodgates. Oh well. At least we're not going to starve anytime soon.

13th Slate,102

I'm ruined. RUINED. Our king arrived today. Why me. He, and nineteen other ART HATERS arrived today. With incessant demands, and ordering me about. Oh how I long for the quieter days of simplicity. Just me, a handful of assistant, and a world-sized canvas. Alas, it was not to be. Fortunately for me, the king seems content in his adamanite-walled rooms. Such simple tastes. I cannot fathom. We did have to build him a vault to keep his things in. To make matter worse, he ordered me, ME personally, to build him enough coffers and armor stands to fill the entire vault. Like I was some common... mason. I had no choice, but sooner or later I will rise back up. THIS IS MY FORTRESS DAMNIT.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **ArkDelgato** on **May 10, 2009, 01:07:53 pm**

OH GOD THE SPOILERS
[Spoiler](#) (click to show/hide)
Writings of Ark Olintishis, Metalcrafter

8th limestone
Here I am, a lowly metalsmith, seeking to mooch some of the fame of this adamantine rich SparkGear. As a dwarven tradition*, I have been elected as the leader of this beautiful and... Low lying land? What dwarf gets sent to a low lying mountain? And why did they elect me as the local leader. The king already has arrived! I shall pledge my life for our dwarven lord! *A short line comes from the last letter, as if distracted) I see adamantine running through the walls. ADAMANTINE! A METALSMITH'S DREAM! If I want to get to smithing it any time soon, I have to get this hellish (and yet amazing) hole in the ground running.

10th Limestone
There is no normal metals. How do they expect me to get to a adamatine crafting level without Iron's to practice on!
I am ordering some exploratory mining as soon as possible. This is just stupid to have a fortress that has ADAMANTINE but no IRON. How does our king stand this.

11th Limestone
I see some Hematite in the walls of the entrance shaft. I can appreciate the beauty of the unmined ore, but I need some metal! I have designated a catwalk across the side of the shaft to get at it. Damn the beauty of the hall to the last of Armok' many asses.

12th Limestone
The Caravanneers have arrived! And somehow found a path to the Depot without boulders or trees in the way! I guess the last overseer had something working afterall. Or maybe the Caraveneers or just smart. *The next section of ink looks slightly more fresh*
We have no crafts and baubles to trade to the mountainhome? ARMOK DAMMIT. I guess we can part with a few beds. They are of a very nice quality! Speaking of beds, all of us are sleeping in one hall, other than the first dwarves here and the king. This is just a horrible setup, as if it was designed and executed in 2 seasons!

20th Limestone
I see a bush that is moving. Is that normal here? And it has glowing red eyes. Is it coming closer? Is this a baby Treant?... -A blood spatter mars the white paper- OH GOD WHAT WERE THOSE DEMONS. GREEN SKINNED AND CLOTHED IN SHREDDED PIGTAIL AND MAGNIFICENT SILKS. However, the caravan guards made them into a thin paste, and we DO have exess workers, so A military will be made in short order.

21st Limestone
A thin paste covered in giant cave spider silk. CHA CHING! I have bought some Iron to begin practice, many plump helmuts, cheese and bounties of Leather. I want a nice cloak, but odds are that some bumbleing peasent will go and claim it. Do we even have a leather worker?

2nd Sandstone
I have heard rumors that the old overseer was the one that ruined the old mountain home. It did suck, but I thought that dirty engravings would have more of an impact, but this guy means business! -Remember to make this guy a grave, lest I be put in one!

DON'T READ IF YOU DON'T WANT THE HFS LOCATION
22nd sandstone
I have asked the miners to cut through some more adamantine for later. I wanted to watch the first pick strike, the area just behind the kings chamber. And there was a room back there? What could this be? From the legends of armok...OH DEAR GOD! SEAL THE CHAMBER!
NO HURRY UP! THE SOULS OF THE DEAD ARE ESCAPING!
HORRORS! DEMONS IN THE DEEP! DESTROY THE STAIRCASES! WE MUST GET AWAY!
THEY ARE PREOCCUPIED ON SOME SOULS!
SAVE THE KING!
THE KING IS BEING IGNORED? NO! DAMNIT RECRUITS, ITS NOT WORTH YOUR LIVES! HOLD BACK!
NO! NOT KING UVASH! DAMN THESE BEASTS!

*I won at drink the wine for 3 weeks straight. The only way to see if the leader is fitting is to see how there booze-stomaches go up against a relentless guzzle. Quite a feat for someone like me who would prefer milk.

This text was found in 1059 by human archeologist Drayest Chylliad

Carved on the wall by Likast Amrith, Miner

God damn. Demon. Who'd have guessed. I was only able to save Nahkh, the clerk.
Work will keep our minds off of it. I need to boost morale somehow, So I am making a dining room.
CAN'T THINK STRAIGHT, THAT NAHKH KEEPS WALKING BACK AND FORTH CAN'T THINK
Blood is dreched over the wall OH GOD. I KILLED HIM. WHY. WHY. NEED WATER NEED TO GO TO THE TAINTED LAND ABOVE

This destroyed fortress was found with bones scattered all around.

Do I start again? I have time today.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Skid** on **May 10, 2009, 01:17:19 pm**

Heh, everybody dead in the first year? I'd say go ahead and try reclaiming, just have to keep the fortress going, and of course the engravings material is extremely valuable.

EDIT: Everybody does get that the turn ends on GMT time so they end somewhat earlier in the day for people in North America?

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **[deleted]** on **May 10, 2009, 05:35:24 pm**

Quote from: Skid on May 10, 2009, 01:17:19 pm
EDIT: Everybody does get that the turn ends on GMT time so they end somewhat earlier in the day for people in North America?

Yeah. 9:00 PM (GMT) is closer to the early afternoon (1-4PM) in the states, depending on your timezone. It's 3 PM in MDT for reference.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **ArkDelgato** on **May 10, 2009, 06:04:10 pm**

http://dffd.wimbli.com/file.php?id=1015

This time with a severe lack of death.
Spoiler (click to show/hide)
Writings of Ark Olintishis, Metalcrafter

8th limestone
Here I am, a lowly metalsmith, seeking to mooch some of the fame of this adamantine rich SparkGear. As a dwarven tradition*, I have been elected as the leader of this beautiful and... Low lying land? What dwarf gets sent to a low lying mountain? And why did they elect me as the local leader. The king already has arrived! I shall pledge my life for our dwarven lord! *A short line comes from the last letter, as if distracted) I see adamantine running through the walls. ADAMANTINE! A METALSMITH'S DREAM! If I want to get to smithing it any time soon, I have to get this hellish (and yet amazing) hole in the ground running.
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There is no normal metals. How do they expect me to get to a adamatine crafting level without Iron's to practice on!
I am ordering some exploratory mining as soon as possible. This is just stupid to have a fortress that has ADAMANTINE but no IRON. How does our king stand this.

9th Limestone
Oh dear Armok. The living quarters are that of cows! Everyone jammed up together into cattle like rooms.
I have designated a living quarters to be made post haste!

10th Limestone
ADAMANTINE? IN THE LIVING QUARTERS? HUZZAH!

11th Limestone
I see some Hematite in the walls of the entrance shaft. I can appreciate the beauty of the unmined ore, but I need some metal! I have designated a catwalk across the side of the shaft to get at it. Damn the beauty of the hall to the last of Armok' many asses.

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21st Limestone
A thin paste covered in giant cave spider silk. CHA CHING! I have bought some Iron to begin practice, many plump helmuts, cheese and bounties of Leather. I want a nice cloak, but odds are that some bumbleing peasent will go and claim it. Do we even have a leather worker?

2nd Sandstone
I have heard rumors that the old overseer was the one that ruined the old mountain home. It did suck, but I thought that dirty engravings would have more of an impact, but this guy means business! -Remember to make this guy a grave, lest I be put in one!

14th Sandstone
After eating in the cramped food room for yet another meal, I have decreed a dining hall / arena to be made.
I wonder if people will mind if they are drenched in blood.

If anything, it will be BETTER to be drenched in blood!

1st Timber
That peasent who was flappin his gums about shells went mad and ripped a man to shreds. It was SOOOOOOOO COOOOOOOOL.
Then likast mined him like a black sand wall. More like red sand.

23ed Timber

Now that beds are in place and workshops are running, I can...Begin begin my own workings.
To make myself a tower to live in!

2nd Moonstone

The food here tastes REALLY funny. REALLY funny. Like, un healthy funny. Could that be the pitchblende kitchens?
No, never. Probably the wood or soil.

3ed Opal

Another ambush came, and was all but annihilated by our swords corps.
This fort is coming along swimmingly! And I am hearing word of our legendary woodcutter giving birth!
HUZZAH!

Unmarked date

Damn the goblins! knowing no remores, they killed three dwarves!
But my tower is complete!
I am leaving the running of this fort to more able hands, as it is quite hard to live like this.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Skid** on **May 10, 2009, 06:21:14 pm**

All right, I'm going to work then.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **nahkh** on **May 10, 2009, 06:30:32 pm**

Oh gawds, this fortress is beginning to look awesome. Skull entrance, uranium kitchens,
Spoiler: HFS (click to show/hide)
pits behind the kings bedroom.
This is going super.

Also, if you have to savescum, then savescum. It's your time you're wasting.

EDIT:
YOU VANDAL! BARBARIAN!
You've DEFACED my MAGNUM OPUS!
Look at it. Just. Look. *weeps manly tears*
<http://mkv25.net/dfma/poi-14710-theskullofsages> (<http://mkv25.net/dfma/poi-14710-theskullofsages>)

EDIT EDIT:
Originally, it was my plan to divert the river so that water would pour out of the skulls eyesockets. But that would've required more drainage than I was capable of delivering at the time. Just something to keep in mind.

EDIT EDIT EDIT:
Also, there is NOTHING wrong with pitchblende kitchens. Very sanitary.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Marko** on **May 10, 2009, 06:48:52 pm**

I'm in!

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **[deleted]** on **May 10, 2009, 06:58:57 pm**

It's not my turn, but...

Oh

my
GOD.

WHAT DID YOU GUYS DO?

THERE'S NOT EVEN ANY BOOZE.

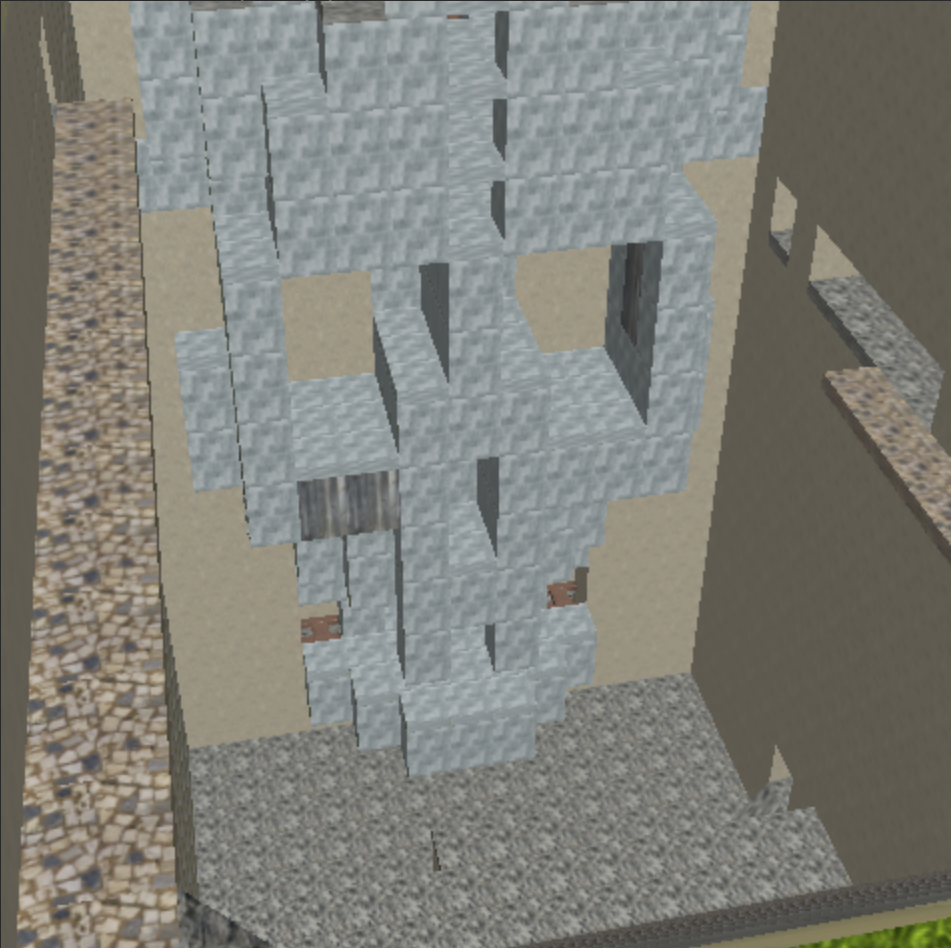
Expect this place to be whipped into shape by the 13th.

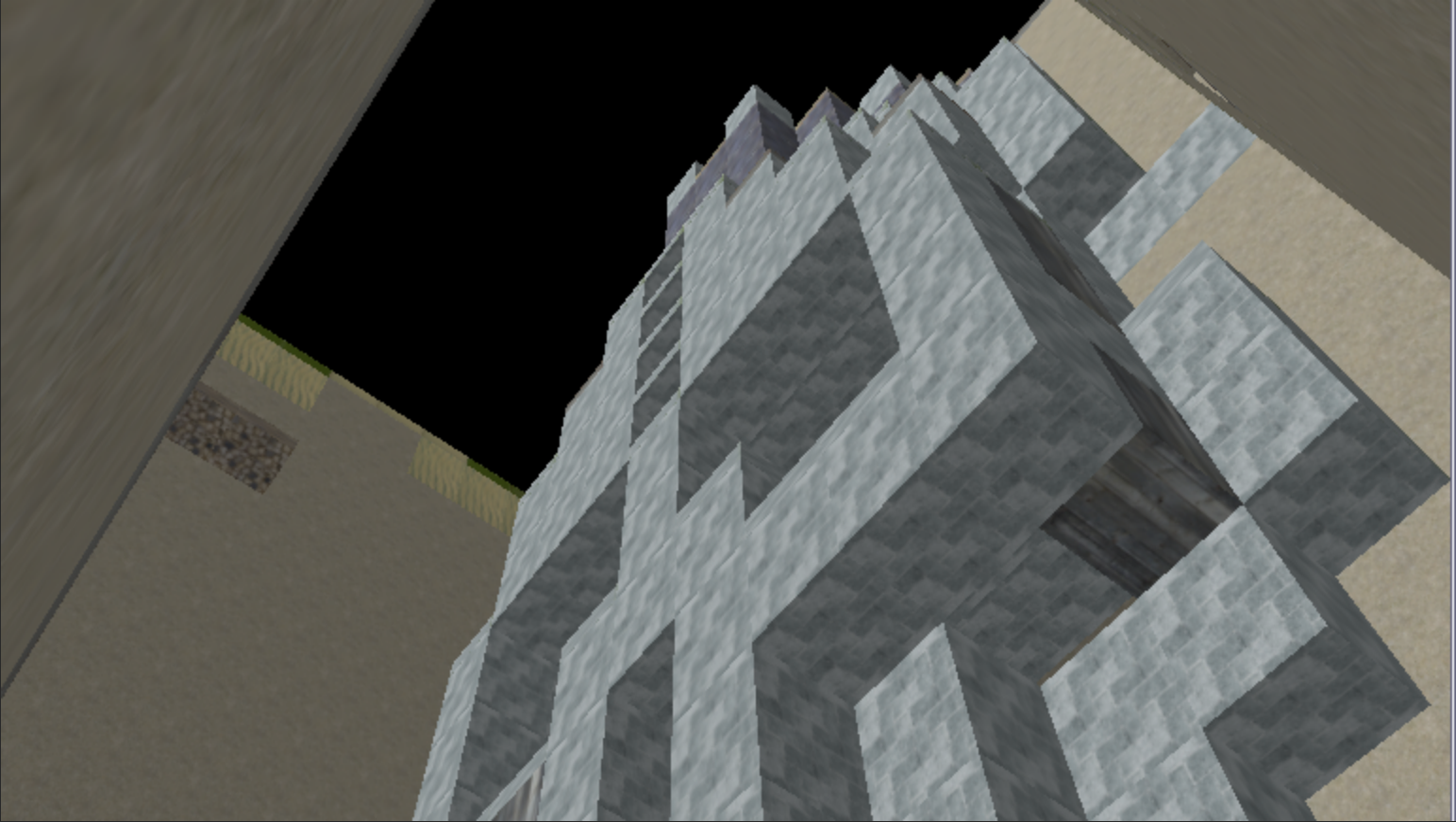
Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **filiusenox** on **May 10, 2009, 07:11:01 pm**

The one thats not being used now.I like mass labor.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **nahkh** on **May 10, 2009, 07:15:09 pm**

Hmm, there was plenty of booze and food after my turn. Plenty I tell you.
Also, I took some pretty pictures in 3Dwarf Visualizer.





EDIT:
Sure think Marko, which day do you want? The next available?

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **ArkDelgato** on **May 10, 2009, 07:19:04 pm**

ha ha ha!
MY WINDOWS HATH MARRED YOUR SKULL.
ALSO HE HAS A HAT.
US ARTLESS PHILISTINES CARE NOT ABOUT THIS THING YOU CALL YOUR MAGNUM OPUS!

Also, if there is no booze there still is 300 odd something plump helmuts. So do what you will.
and wall up my windows if you have to :P
but the skull keeps the hat.
And I never realized that it was a skull lol.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Skid** on **May 10, 2009, 10:51:50 pm**

And now I went and installed fortifications in random places on it. You really should warn us about this stuff beforehand. :(I suppose the only reason my dwarf wasn't mauled for doing it is because yours has been sick in bed with a broken brain since the beginning of my turn...

I've cured the booze problem, sort of. Took me months to get a brewer who would stay sane and stop growing tentacles.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **ArkDelgato** on **May 10, 2009, 10:59:35 pm**

Quote from: Skid on May 10, 2009, 10:51:50 pm

sick in bed with a broken brain

Oh hell how did I manage to do that.
Like seriously, he was set to full time book keeping. War was NOWHERE near him.
Damn the pitchblende kitchens!

EDIT: oh lord he actually hit legendary bookkeeping and ran up into a marksgoblin. That would explain that. But brain? In my uploaded file he had a red brain, but just that! Also, Props for making the Skull/my guys room into a military complex. It is soon to be the most bitching skull ever.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YO**
Post by: **nahkh** on **May 11, 2009, 04:21:46 am**

He had a stroke when he saw what you visigoths had done to the skull.

Ark, didn't it occur to you to wonder why there was a weird mass of smoothed rock directly above the entrance? Guess not.
Skid, it's ok, by your turn it was hardly recognizable as a skull without the visualizer.

Keep making it awesome, guys.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **ArkDelgato** on **May 11, 2009, 06:58:29 am**

I thought the smooth stone was just that - smooth stone.
I never thought twice about it being a carving or something.
Whoops

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Labs** on **May 11, 2009, 10:55:31 am**

Hey, im gonna have to back out on my turn. Give the 15th to someone else.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Skid** on **May 11, 2009, 11:37:03 am**

File uploaded. Best of fun to the next overseer.

[Spoiler](#) (click to show/hide)

The journal of Litast 'Skid' Amrith, found scattered across the floor of his office.

18th Granite, 103.

Why I got handed the job of deciding the outcome of this fortress I'll never know, but Ark threw the deed to the place at my head as I passed him in the hall today so I suppose I'll get on with it. First thing to do is cheer all these dwarves up so there aren't any real mental breakdowns.

19th Granite.

Scratch that. The cook just went mad, so did that peasant. I'll make some booze and see if that helps calm anybody down. All these bodies must be buried too. I really never figured out the defensive system around here, seems more than a little haphazard and provides too many chances of getting knocked off of cliffs. I'll add a few more fortifications, that will protect any marksdwarves we can come up with at least.

21 Granite.

A Kobold and goblin snacher bumped into each other while entering the fortress. Made a racket which attracted a few dogs which chased them off. Farmer went mad. Booze making is left to the planter Nish.

3rd Slate.

Migrants arrived, will begin industrial scale processing of adamantine strands with these. Nice to see some sane people around for a change. Many have been assigned Wood burning, strand extraction, and furnace operating and have been designated as "Firedwarves" I have designated a new hall to be dug out for this processing to take place. Hypothetically it should be shaped like a scorpion if anyone was able to view it from outside.

6th Slate.

The farmer just threw themselves down the well. A trapper just threw down his tools and posessed a craft workshop. Everybody is throwing tantrums.

14th Slate.

Vucar actually did fairly well, they turned out a native aluminum bracelet that must be worth at least as much as the rest of our fortress combined. They have therefor been promoted to legendary stonecrafter.

22nd Felsite.

Finally! Drink!

25th Hematite.

Some fool knocked down the bridge and we've finally begun processing adamantine into wafers. Too much of a hangover to write.

19th Malachite.

Manufacturing barrels and bins to bring some order to this chaotic stockpile system. The lever in the middle of the main hallway connects to the main bridge.

27th Malachite.

More migrants. This puts us at 42 citizens total.

25th Galena

Topped 400000☼ fortress wealth.

11th Limestone.

A peasant just rushed past me with three logs and seized a craftdwarf's shop. Nothing worthwhile came of it. Some sort of crown or something.

24th Limestone.

Traders arrived. We traded them some stone trinkets and old clothes while their guards slaughtered a squad of goblins. In return we got some metal bars, all kinds of meat, some more booze, thread, and various other objects that caught my eye. Am creating more storage space for food.

12th Timber.

Starting to dig myself a tomb befitting of my status. Surely some of that aluminum can be spared...

23rd Timber.

Our Trader is out in the fields running around and screaming something about an ambush. I'll head down for a quick drink and then go see what that's all about.

The carpenters squad quickly dealt with that threat. One bisected goblin and the rest wisely retreated.

9th Moonstone

Metalcrafter Atis Kokebiton taken with fey mood. Hauling adamantine to his forge as I write this.

17th Moonstone.

Atis finally finished his work today and staggered out of his workshop clutching 'Notchroared The Speechless Glacier', an adamantine chain worth 1447200☼. Truely this is dwarven metalcraft that I shall install in the center of my tomb.

I think I'll take Ark off of metalcrafting duty and have him focus purely on the working of weapons and armor.

5th Obsidian

This is a sad day. Our king is dead. He will be deeply... oh who am I kidding. We can finally clean out his rooms and use them for something more useful than storing his old bag of bones. Must go now. Ceremonies to attend and toasts to drink.

9th Obsidian.

100th wafer of adamantine stockpiled. More will have to wait until we work up the nerve to dig deeper into the heart of the vein. Will turn

to processing iron to train up Ark's weaponsmithing skill.

26th Granite.

Elven traders arrived just in time to meet a troops of goblin ambushers. Our trader came flying in from the hills somewhere again, reptring about a carpenter dying and a squad of axegoblins. We have sealed ourselves off from the world.

3rd Felsite.

We're still trapped in here, I don't know for how much longer. Nobody actually seems willing to lead an assault against the goblins, and I'm not militarily minded enough to do so. I'm therefor turning power over to the next person who walks through my office door and survives the head trauma. Besides, I've got better stuff to do.

Remains of papers are covered in random scribblings and blueprints of "secret project"

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Marko** on **May 11, 2009, 01:10:25 pm**

hey sign me up for day 13 if it's still open.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Da King** on **May 11, 2009, 02:53:01 pm**

Got the save, getting started.

Spoiler (click to show/hide)
Diary of "Da King" 5th of Felsite, 104
Plenty of everything here, no military though, just a couple of Unmanned siege weapons. "Skid" is possessed at the moment. Hope he pulss out of it. What the heck is a FireDwarf?

Diary of "Da King" 6th of Felsite, 104
Are there ANY stockpiles inside the fort? Half the workshops are cluttered.

Diary of "Da King" 7th of Felsite, 104
Skid began building something. That's a relief.

Diary of "Da King" 9th of Felsite, 104
Skid made a hatch cover. I have begun plans to make a drowning trap for the goblins outside.

Diary of "Da King" 14th of Felsite, 104
Hey! a mysterious chamber! O GOD THE TENTACL

Lost the fort in under 10 minutes. Will try again.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **ArkDelgato** on **May 11, 2009, 04:19:31 pm**

How did the king die this time?
Old age?
Elves?

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Ryalseth** on **May 11, 2009, 04:38:00 pm**

Oh good god. I've never played a bloodline fort before, but this one looks like a lot of !!fun!!. I'll take the 15th and try not to flood the fort with demons too much.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Da King** on **May 11, 2009, 04:57:47 pm**

Oh God.
Spoiler (click to show/hide)
Diary of Da King, 7th of Felsite, 104
This place is very disorganized. Lots of cluttered workshops, and very few workshops. Also, Goblins are above and we have no defenses. A moody "Skid" began constructing something.

Diary of Da King, 27th of Felsite, 104
The glowing Kitchens disturb me greatly. Construction of the Flood Trap almost done.

Diary of Da King, 14th of Hematite, 104
A Human Caravan arrived just as the Goblins left.

Diary of Da King, 21st of Hematite, 104
Purchased some ropes from the traders. Why do all these thieves skulk?

Diary of Da King, 24th of Hematite, 104
Hey! This Fortress is NOT an accursed death-trap!

Diary of Da King, 7th of Limestone, 104
The flood trap is complete! The Goblins will bother us no more!

Diary of Da King, 7th of Limestone, 104
Started mining more adamantine in higher areas.

Diary of Da King, 11th of Timber, 104
Some migrants have finally arrived. There are now 51 Dwarves here.

Diary of Da King, 11th of Timber, 104
Expanded the living space of the fortress. A firedwarf has been possessed.

Diary of Da King, 1st of Moonstone, 104
Hey! a mysterious chamber! O GOD THE TENTACL

Here's the save if you would like to reclaim and takes down the HFS once and for all:
<http://rapidshare.com/files/231885685/SparkGear.rar.html>

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **[deleted]** on **May 11, 2009, 05:08:54 pm**

Quote from: Da King on May 11, 2009, 04:57:47 pm

Oh God.
Spoiler (click to show/hide)
Diary of Da King, 7th of Felsite, 104
This place is very disorganized. Lots of cluttered workshops, and very few workshops. Also, Goblins are above and we have no defenses. A moody "Skid" began constructing something.

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Here's the save if you would like to reclaim and takes down the HFS once and for all: <http://rapidshare.com/files/231885685/SparkGear.rar.html>

You're not going to play the full 24 hours? I mean, I'd be happy to try, but...
Edit: Okay, I cleared out the demons. Counting bodies, we have 17 tentacle demons and one spirit of fire. There's miasma everywhere, everybody is tantruming, half of our surviving dwarves are injured, those who are not injured are slowly becoming injured by tantrums. Out of the 70 we reclaimed with we now have 42. I'll update the status of the fort after things have 'calmed down' a bit.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **ArkDelgato** on **May 11, 2009, 05:27:43 pm**

:-\nDon't know how I feel about a reclaim.
Doesn't feel right to me.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YO**
Post by: **nahkh** on **May 11, 2009, 05:30:36 pm**

Marko, the 13th is reserved for the guy named "[deleted]", it's not actually deleted.
Ryalseth, the 15th is taken. By Labs.

As for the disastrous last few turns, if you don't feel like reclaiming the fort from demons then load the previous save.

As a rule of thumb I'd say that don't leave the save unplayable. If you do, it had better be hilariously unplayable.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YO**
Post by: **[deleted]** on **May 11, 2009, 05:34:19 pm**

Quote from: nahkh on May 11, 2009, 05:30:36 pm

Marko, the 13th is reserved for the guy named "[deleted]", it's not actually deleted.
Ryalseth, 15th coming right up.

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As a rule of thumb I'd say that don't leave the save unplayable. If you do, it had better be hilariously unplayable.

I did manage to kill all of the demons, but at this point everybody is so unhappy that it IS hilariously unplayable. If everybody dies or I at least get a few non-insane dwarves by the end of this, I'll try to clean up the place.

EDIT: Oh, 18 tentacle demons. There goes the rest of the dwarves. Reclaimed again to kill him, lost a few so I reclaimed AGAIN after that to avoid the chain of miserable dwarves. Playing now.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Ryalseth** on **May 11, 2009, 06:23:18 pm**

Quote from: Labs on May 11, 2009, 10:55:31 am

Hey, im gonna have to back out on my turn. Give the 15th to someone else.

Also, at what point was the fort abandoned/reclaimed?
EDIT: Never mind, got it.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YO**
Post by: **Marko** on **May 11, 2009, 08:36:39 pm**

oooh, sorry for the confusion. I'm good for the 17th then if that's still open

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **[deleted]** on **May 12, 2009, 12:00:34 am**

Having an interesting problem with military dwarves--set them to wrestle with no armor on or anything, so of course, I expected clothes to be grabbed. However, none of items I designated for dumping that they managed to grab and keep hold of are being dumped. There is a working dump because I see stone being thrown into it, so I'm wondering why they refuse to grab the socks, etc. out of the sparring dwarves hands. I tried setting their armor level up to plate then down to cloth, but still no luck on getting them to drop their stuff. Any ideas?

EDIT: Nevermind, they finally dropped them after I set to plate then down to cloth again.

Journal of [deleted] Otadrakust

1st Granite, 104

The last leader, Skid, announced today that he was retiring and was going to announce the next leader of Sparkgear next month. In the meantime, we're getting things done as a community again, and so most of us have decided that it would be a good idea to start defending this place better as the frequency of goblin attacks increases. There are two goblins hanging around the entrance, which we currently have sealed off, so my plan is to lay some stonefall traps behind the bridge, have everyone get inside, and let the goblins walk right into it. One of the goblins is an archer, though, so I'm concerned there...

10th Granite, 104

It worked! The archer kept running forward and right into the traps! The wrestler saw this, turned to run, and just as he reached the exit, he went into an interestingly placed cage trap. Now we can begin to fortify the entrance and move the traps up accordingly. To be honest, I wonder why we didn't do this sooner...

Additionally, one of our men, who was fey at the beginning of this month, finished the construction of his artifact. It's a diorite bed valued at 63600. He calls it "Exitcrests the Lake of Vanishing". I wouldn't want to sleep on it, and not just because it's made of rock.

2nd Slate, 104

Skid has decided that I should lead the men, seeing that my trap idea to rid ourselves of goblins worked. I gladly accepted and got right to ordering the men around. The walling of the entrance is almost completely done, and I've ordered the double doors to the side building walled off and had wider tunnels dug to the bottom to connect to the fortress. The trade depot has been moved inside the protective walls, and walls placed on either sides to protect them from arrows. There's also 3 columns of cage traps followed by stonefall traps on the entrance to catch goblins and thieves who attack.

16th Felsite, 104

The new entrance is working wonders. Goblins are being caught in cage traps left and right! However, I feel in case of a larger-scale siege, we may need fortifications, so I've asked for some towers to be built with fortifications on the top of the new walls. I've also been looking into a source of volcanic activity rumored to be somewhere to the south. Maps suggest it should be down there somewhere...

8th Hematite, 104

Summer has arrived. The first level of the towers are complete, but more importantly, we've located the magma pipe! The miners have sketched a picture of what it roughly looks like, so I've ordered them to start work on magma forges. Once they're in place, the old forges that required us to spend long years leveling entire forests will be obsolete!

27th Hematite, 104

As the forges were slowly taking shape, I decided to take a survey of the men to see what labors they perform. I was pleased to know that most of them are working worthwhile jobs, but about a third of them told me their profession was "Firedwarf". I'm not sure when this happened, or who ordered them to be a "Firedwarf", but what they all had in common was that they made charcoal and operated our furnaces. That will absolutely not do. I assigned around half of them to general mason labors, and the others to miscellaneous jobs that needed to be done. Two of them will remain as furnace operators to smelt bars once the magma forges are ready.

One of the men said he makes glass. We have no sand. I smiled at him and helped him into the right direction on being useful.

13th Malachite, 104

Looking back on years past, the population of this fortress has been shaky. The king was slain. Our list of dead is long. All of the men who once served in our military are now dead. This doesn't sit well with me. Now that the magma forges are done and operating, I've ordered the production of four full sets of adamantine plate armor. The next four healthy males that we get will have the right to wear them and defend our fortress. I've also asked the men to start working on an iron tomb located above the magma forges in my honor.

1st Galena, 104

I recall sometime ago, the first overseer, Nankh, had brain damage. He was 'hospitalized' for quite some time, always resting in bed, and we had always assumed he would stay that way. However, today I saw him walking about and chatting with our dwarves completely normally--he shows no signs of any abnormality at all, other than sometimes complaining of back pains...

20th Limestone, 104

My iron tomb is now completed. While I did use up most of the iron producing a pair of statues, a sarcophagus and lining the walls and floor with the stuff, I did locate a cross of hematite veins on the side of the entrance--yes, a pair of them! They intersect each other and so our iron stores are back to what they were, if not more.

12th Timber, 104

Sandstone passed by without much event, but today I was told that while digging through a vein of cassiterite on the outskirts of the fortress, the miners located even more Adamantine. While I was thoroughly impressed, I've heard horrible things about demon pits from times past, and so I only ordered them to dig it up to a point. The strands are being extracted from it now and turned into wafers to continue to fuel the creation of the armor sets, which are now almost complete.

5th Moonstone, 104

A new wave of immigrants have arrived despite the rumors of danger about this place. About 8 of them. As I was hoping for, 4 males with mostly useless jobs arrived and so I dubbed them recruits upon reaching our fortress. They've donned the adamantine armor suits made for them and are sparring with iron warhammers. This is to make them better at swinging around a crossbow, should they run out of bolts. I also ordered a new level of the fortress to be dug out in accordance to their arrival, as we'll need more rooms if people are finally braving this place again.

14th Moonstone, 104

We've located another line of Adamantine on the new level of the fortress. Being wary of demon pits, I ordered the hallways shortened partially and emphasized safety as they dug out the channels for the architecture on the new level.

19th Moonstone, 104

Those safety procedures I talked about were ignored, it seems. A cavein ocured today and three miners fell two levels to the floor. Two of them walked away with minor injuries miraculously, but unfortunately, Skid broke his mining arm in the collapse. He's now resting in bed as the two healthy miners complete the new level with ... close supervision.

26th Opal, 104

A weaponsmith of ours became possessed at the end of last month, and he's begun production of an artifact... "Nicat Asiz", he keeps muttering. He gathered up quite a bit of adamantine, so we're expecting this to be our most valuable artifact yet, even moreso than the adamantine chain Atis created.

20th Obsidian, 104

I've recently been told that the possessed dwarf is now in control of his body once again. The artifact he procured, though he has no memory of it's creation, was an adamantine crossbow. It's valued at just under 10,000 dwarfbucks more valuable than the adamantine chain. As a side of fun, I decided that the first champion who wields it shall be named Warlord. Although I expect my leadership to come to an end, soon, I'll take heart in the fact that the fortress wealth has nearly doubled from roughly 4.8 million to 8 million under my watch. Maybe we can expect some more migrants in the spring...?

1st Granite, 105

Happy new year, Sparkgear.

15th Granite, 105

I've been told that Dungeon Master Shorast Oslanison has been spotted on the outskirts of this region! When he spoke with me, I told

him his rooms would be just 3x3 spaces, and that he'd be sharing them with the mayor, and he was none too pleased--until we told him that the walls and floors were lined with adamantine. In addition to the dungeon master, about 20 mostly useless dwarves have arrived. A dwarf also went possessed earlier this month, and has gathered up adamantine, among other things. We expect good things.

14th Slate, 105
The dwarf produced a mug. It's still worth 1 million, but...

Anyways, I've decided to resign after just over a year here as leader. I've brought much good upon this fortress in that short time, however. Among other less notable things, I've given Sparkgear magma, a reliable defense, and four champions in the making. As a note to the next leader of this place, the farms were set to fallow, because we just have too much food, now.

Be sure to point the new migrants in the right direction on what jobs they should take up. I wish the best of luck to our next leader, whoever he may be.

Save: <http://dffd.wimbli.com/file.php?id=1019> (<http://dffd.wimbli.com/file.php?id=1019>)
Map: <http://mkv25.net/dfma/map-5784-sparkgear> (<http://mkv25.net/dfma/map-5784-sparkgear>)

I know my turn still isn't over, but I just thought I'd do it early. But yeah, Duke 2.0 is free to start now if he likes.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **ArkDelgato** on **May 12, 2009, 07:46:50 pm**

Fortress is looking smooth?
And pray tell, is my dwarf making the admantium armour?
If so ;D, if not :P

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **[deleted]** on **May 12, 2009, 09:58:17 pm**

Quote from: ArkDelgato on May 12, 2009, 07:46:50 pm
Fortress is looking smooth?
And pray tell, is my dwarf making the admantium armour?
If so ;D, if not :P

I don't remember who I had make it, so that's a good question.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YO**
Post by: **nahkh** on **May 13, 2009, 07:19:47 am**

Let's hope that Duke remembers it's his turn. If he doesn't, default to the [deleted]'s save.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Errol** on **May 15, 2009, 06:50:38 am**

Ready to ruin the fort, sir!

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Skid** on **May 15, 2009, 10:18:18 am**

Hey [deleted], you know that the dwarf who went fey first on your turn was mine?

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Ryalseth** on **May 15, 2009, 11:58:43 am**

Didn't have as much time to work on this as I thought I did. Still, some work got done.

MANUAL OF SIEGE OPERATIONS AND DEFENSE STRATEGUM

My name is Ryalseth Ilralginet. I am a siege engineer for The Infallible Gear. My station is at the Village of Sparkgear. This manual contains tactical information about key sites. If found, return to the Village of Sparkgear. Destroy this manual if found in an unsecure location or if its return cannot be guaranteed. Destroy this manual if its cipher has been knowingly broken by any non-dwarf.

Personal Log

15th Granite, 105

Today I have arrived at the settlement of Sparkgear. It is highly renowned as one of the wealthiest mountain halls on the continent, or even the world. And now that I have arrived, I can confirm that it is awe-inspiring in many ways - but not all of them are good ways. Leadership has been highly sporadic and haphazard in these young halls, and it shows - in the architecture, in production, and most of all in defense.

The fortress's first line of defense is merely a fairly short line of mechanical traps. This leaves the fortress wide open to attack by larger number of goblin or other invading forces, and leaves it utterly vulnerable to theft and attack by kobolds. The next defenses are the towers constructed above the traps, with fortifications for marksmen. The reason I mention this only second is because this fortress is completely devoid of any crossbow-wielding dwarf whatsoever. As I understand, there was a plan to train four elite marksdwarves, but they have become expert wrestlers instead. These are not nearly so adept at manning a tower.

I have drafted up a list of suggestions to improve the defense situation and submitted them to the current overseer, [deleted]. He appeared distracted, but he assured me I would get the opportunity to use my expertise. I will hope that this is the case.

14th Slate, 105

It has been one month since I arrived in Sparkgear, and I have come to see it as my home - at least for a time. Today I have been elected Overseer, after the resignation of [deleted], and after a week of explaining plans and military strategy to anyone who would listen. It has paid off, and at once I have ordered the preparation of an archery range, and the appointment of five otherwise idle dwarves as Recruits.

Also, the elven caravan has left recently, and I am beginning to think the fortress could use a sustainable industry to produce valuable exports - most of our wealth is tied up in our grand artifacts, adamantine armour, and ostentatious displays of architecture and wealth. Also on the agenda: how to improve the effectiveness of our line of traps, how to use magma to better serve our needs, and what to do about rumours of demons. There is a lot of work ahead of us in the coming months.

28th Slate, 105

The archery range has been installed in an unused chamber, and the new recruits have picked up the adamantine crossbows and started firing. I've also ordered continuous manufacture of wooden and bone bolts for this purpose. Plans for new weapon traps, and more still,

are going smoothly.

18th Hematite, 105

Beginning a new project in the form of a 'temple' above the purported location of the demons. But I wonder what would a temple need a lever for? Also, the human caravan has arrived and I've stationed our marksdwarves in the tower above the depot. Not that it's strictly necessary - their guards are more than a match for ambushers. I'm beginning to work on building mechanisms for traps and have ordered some others to do the same, so eventually we can hope to have some high quality mechanisms, for high quality traps.

I've also begun to use up some of our cloth on-hand to make clothing to sell to the various caravans. We will be growing pig tails come the summer, to produce further cloth once we run out.

6th Galena, 105

The fortress had a good number of ambushers recently, and fortunately the cage traps took care of them well enough, before the remainder fled. But now that the new walls and weapon traps are in place we should have to reload the cages far less, leaving our people less open to attack.

I think I've accomplished quite a bit already, so I've ordered an iron sarcophagus built for me, and set in place in the skull tower. I decided to forego the full-iron tomb of my predecessor.

And finally, the temple is in place and ready to run. It was a large and very boring project, and along with the other projects it has taken a lot out of me. I realize now that I cannot lead this place; I have stretched myself too thin branching out into areas beyond my expertise. Today I have announced my retirement, that another may make Sparkgear a more well-rounded fortress and dwarfhome. To him or her I entreat this manual and log, that it may inspire to keep the fortress forever safe from its enemies.

File: <http://dffd.wimbli.com/file.php?id=1023> (<http://dffd.wimbli.com/file.php?id=1023>)

Also, the 'temple' does nothing, like so many goggles, and I couldn't figure out why before I was out of time.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Errol** on **May 15, 2009, 01:21:17 pm**

Ah, f***

...why did I already do the turn? Ah, damnit, so much for my sanity. I really have no desire to play this again all over... Default to next~

For the interested, here's my save, anyway ^.^
<http://dffd.wimbli.com/file.php?id=1024> (<http://dffd.wimbli.com/file.php?id=1024>)

(And the log - I spent hours writing it up)

Spoiler (click to show/hide)
14th Slate

Okay. I was decreed to be the new overseer in this fort. Let's see what's going to work.

Wha-

Clearly the previous overseers never heard of specialization. I mean, look at it! We have 16 dwarves doing masonry, stone detailing, architecture and

mechanics. At this rate we won't get quality work! I went ahead and fixed this mistake.

Additionally, our best planter by a wide margin is disallowed to farm. Well, go ahead, wasting talent like that. Instead, he cooks. Reassigned labors

there too.

For whatever reason, we have three butchers. Number cut down to one. The hippie woodcarvers now work with bone. Jewelers are now doing proper

jeweling, not stoneworking. For whatever reason, we have way too much masons/engravers. I also can't imagine what we need ten furnace operators for

so that number's been cut down to half.

One thing the previous overseer did right was certainly stockpiling all the food. Kudos. Well, I'd better unpause the game now and look around the fort

some more, claim a dwarf, stuff like that.

19th Slate

After looking around the fort I can say that it may look pretty, but it's terribly inefficient. The stockpiles are tiny, there are far too few workshops, and half

of the population isn't even having jobs. But that's okay, as I'll create a lot of work.

23th Slate

Stukos whatever has become a champion. Hooray, I guess.

Also, no fortress guard is installed yet. I guess I'll do it as soon as new immigrants come...

5th Felsite

Construction of the new home (sort of, huh) is proceeding slower than planned. As our current manager and perhaps most badass dwarf of the fort is not

able to work I replaced him with some furnace operator. (And kicked him out of his office, though he isn't needing it for now). Work orders are handy.

That legendary metalcrafter is converting our metal (copper, silver) to mugs. He's creating masterpieces left and right.

9th Felsite

YOU HAVE STRUCK MICROCLINE!

20th Felsite

I take it back, at the moment, I have too few masons. Reassigning.

22th Felsite

While inspecting the river I found an untapped revealed NATIVE GOLD VEIN. It is beyond my scope of view why one'd choose not to excavate this

beauty.

5th Hematite

Summer has arrived, and the Third Overseer mandated that some bucklers be produced. They already were. (Speaking of him, he has recovered from his

injury.)

By the way, who had the lovely idea to use hold-all stockpiles? It creates a large, large mess. Even if they're symmetric.

Sigun Dolilled is our second champ.

12th Hematite

An ambush sprung up near our woodcutters. Since I relocated quite some work outwards (silly me) I need to combat 'em.

One woodcutter got killed, the other ran away. I ordered the dwarves inside...

Apparently the ambush consists of 4 axemen 3 wrestlers and 1 maceman.

13th Hematite

A second ambush came from hiding and obliterated the woodcutter. He managed to lop off the arm of a wrestler, though.

This ambush is one squad lead by a legendary axegobbo. Let's just hope taht the traps work.

14th Hematite

The humies arrived to see our crack military plowing through the goblin attack. Three snatchers got caught in cage traps. Wait, make that four.

18th Hematite

Just as I thought the ambush would have been over, more goblins struck. Quite some dwarves died. One butcher had red wounds all over the body, and

survived for three days until he bled to death.

Oh well. It's over now.

Also, an unrelated craftsdwarf got elected mayor.

21th Hematite

Trading went more smoothly. I traded for loads of food, cloth, leather, wood, metal, you name it. For whatever reason, Iron Anvils were requested by the

former leader. I bought one, just in case.

I requested Milk, Cheese, Leather, Wood, Metal bars, some seeds (whip vine, it's good for booze), Booze, and a load of other stuff.

They requested seeds, waterskins, cheese, anvils, metal crowns and cut gems.

16th Malachite

Nothing groundbreaking. I found out that thanks to a stockpile extension I ruined the pit, I' m currently fixing that. Optimizing stuff, pushing along my

project, these things.

25th Malachite

YOU HAVE STRUCK ALUNITE!
Project's proceeding smoothly, moving target industries near site.

3rd Galena

A clothier was taken by a mood! While sleeping. Relevation while dreaming?

Also, no immigrants. Well, ****. I swear, me letting seven dwarves die during a goblin ambush is completely unrelated!

4th Galena

He's taken the Clothier's workshop and collects stuff. One bolt of cloth and one log. Ah well, I'll get a legend out of this.

9th Galena

Behold The Number of Touch, a rope reed loincloth! Eh, yeah. 9000 dwarfbucks.

Also, the deceased king still owns some blood-spattered old pants. Yes?

18th Galena

Damn that deleted and his work morale. He just organized a party.

1st Limestone

Hooray, autumn! Half a year is over. Well, I didn't doom the fort or anything... I made it more efficient and stuff!!!

13th Limestone

deleted strikes again!

16th Limestone

Yaaaaaaaaay! Dwarven caravan!

Quickly, get some trade goods done!

21th Limestone

We traded a heap of goblin panties and metal goblets for: at least two tons cheese, some leather, several seed bags (sweet pods/rock nuts), one carp

bone crown for sentimental value, very much plump helmets, meat, some flour, metal, some gems, pig tail trousers, and and and. If someone wants to

go cooking we have a perfect start. Thank god for the legendary metal crafter.

23rd Sandstone

Nothing much, really. No ambushes, nada.

Began working on the dome. I'd sure like it to be ready when I leave.

11th Timber

Yeah, things here have settled down. There are no more major events (except the immigrants, if they come), so I can safely relax and go build my

special project. Shame this map has no glass.

Unemployed dwarves: 10-15, compared to at least double the amount at the beginning of my term - the megaproject helps

At least 800 food and double as much drink - this will be enough for at least one year

I just hope there'll be no nobles immigrating. If I hit pop 80, things get a lot more complicated. Hmm... screw pumps... magma...

20th Timber

Well, that's some event. While sleeping, one of our engravers got possessed. Must have been a nightmare. Anyway, looking forward to see the result of

that mood. Should menace with spikes of bling, I hope.

21st Timber

He claimed a craftsddwarf's workshop, and his base material is addy. Yeah!

24th Timber

He used addy, a stack of cloth, a ruby (presumably) and some bones. Now if he grabbed GCS cloth...

Later on this day, the Mayor fuckin' threw a party. Well, that's what you call a bad example.

28th Timber

He made a sceptre. Should go well with the crown, and is probably worth a considerable amount...

Ruby and GCS cloth my ass. It was pig tail and red spinel. Anyway.

This is a Raw Adamantine scepter. All craftsddwarfship is of the highest quality. It is decorated with hoary marmot bone and encircled with bands of Raw

adamantine and pig tail. This object menaces with spikes of Red spinel. Worth 627600 dwarfbucks.

Now it's winter. No immigrants for me?

23rd Moonstone

I found an opportunity to get away from leadership. I guess a more experienced and creative leader should take this on. But whatever happens, I'll be

your chief architect.

Summary of my reign:

850000 dwarfbucks created (10%)
Approx. 7 dwarves died to ambush
1 half-completed tower
and countless improvements to effiience.

Good luck!

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **ArkDelgato** on **May 15, 2009, 04:47:14 pm**

Willing to take the 18th if no one takes it first.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **[deleted]** on **May 15, 2009, 05:58:33 pm**

Quote from: Skid on May 15, 2009, 10:18:18 am

Hey [deleted], you know that the dwarf who went fey first on your turn was mine?

The dungeon master likes your rock bed.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Marko** on **May 17, 2009, 12:06:46 am**

so... is it my turn now?

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **[deleted]** on **May 17, 2009, 04:57:00 am**

Quote from: Marko on May 17, 2009, 12:06:46 am
so... is it my turn now?

I'd say yes if Errol doesn't want to do his turn over. Go for it.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Skid** on **May 17, 2009, 10:19:18 am**

I'll take the 19th.

So far, this seems to be a pretty good succession system.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Marko** on **May 17, 2009, 04:02:01 pm**

Alas I miscalculated the time difference between MST and GMT so I had much less time than I thought I would :(

Ah well... I got a few things done at least...

http://www.roomiescomic.com/SparkGear.rar is being uploaded right now

All I managed to do is getting some exploratory mine shafts going, we're going to need more than just adamantine if we want this fortress running long term, hopefully somebody will find some iron in them hills...

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **filiusenox** on **May 17, 2009, 04:24:14 pm**

ill take the 20th
Mauhhhahahahahahh...cough..cough...muuahahahahahaahahah

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Ryalseth** on **May 17, 2009, 08:15:31 pm**

I'll take the 21st. Should have the whole day available this time.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **ArkDelgato** on **May 18, 2009, 04:25:25 pm**

Quote from: Marko on May 17, 2009, 04:02:01 pm

Alas I miscalculated the time difference between MST and GMT so I had much less time than I thought I would :(

Ah well... I got a few things done at least...

http://www.roomiescomic.com/SparkGear.rar is being uploaded right now

All I managed to do is getting some exploratory mine shafts going, we're going to need more than just adamantine if we want this fortress running long term, hopefully somebody will find some iron in them hills...

I AM GETTING A FOUR OH FOUR TRYING TO GET THAT SAVE.
WHAT DO I DO

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **[deleted]** on **May 18, 2009, 09:56:03 pm**

Quote

I AM GETTING A FOUR OH FOUR TRYING TO GET THAT SAVE.
WHAT DO I DO

I'd just default to the last save available.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Marko** on **May 18, 2009, 10:34:03 pm**

okay -_- if you started the previous save I don't blame you, but I re-uploaded it here: www.roomiescomic.com/files/SparkGear.rar and tested, it works, I swears!

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **ArkDelgato** on **May 19, 2009, 06:37:03 am**

Whoops.
Internet withered and died all last night.
Guess it's skid's turn

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Demonic Spoon** on **May 19, 2009, 01:47:29 pm**

I'd like to sign up for the 22nd. ;D

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Skid** on **May 19, 2009, 02:34:17 pm**

Turn completed. Not much iron found, but a few hundred bars of gold came of your mining efforts. We've also got an imp and magma man trapped if anybody has plans for a massive world burning machine, and loads of stone blocks if somebody has a megaproject in mind.

Spoiler (click to show/hide)
Journal of Skid. The tattered fragments of this document were recovered from the corpse of a kobold.

5th Timber, 105.

I'm in charge again. Not going to comment on how. First thing to show up at the fort is another bunch of migrants. I'll probably feed them to the elves or make them build stone blocks and dig for the rest of their short lives.

25th Timber.

Ordered the digging and construction of various inconsequential pieces of decorative architecture. One of the peasants got a great idea for some gadget he wanted to make so I sent him down to the craftshops and told everyone to give him the best resources they could.

13th Moonstone.

Peasant finished their epic earring and doesn't seem improved by the experience. I put him to work digging in the pits for his trouble.

24th Opal.

Little to report. Processing of ores is going smoothly, though not much is getting done in the construction area. One of the dwarves told me about imps that occasionally live in the magma pipes. Horrible little beasts capable of massive destruction. Together we've worked out a pan where we might be able to catch some of these and turn them into weapons for the glory of our fortress.

4th Granite.

Clothesmaker has been possessed. Miners are still slowly chipping away at the mines. We now have more gold bars than we'll ever need., and enough gems to encrust most of the fortress. It might be worth making windows out of some of those...

13th Granite.

The elves have arrived to trade and didn't bring anything worth the trouble. Clothier created a legendary rope reed sock. I seriously considered just drowning everybody in magma and being done with it.

16th Slate.

Began an operation of extermination against the fort's massive animal population. And the imp trap is finally under construction.

5th Felsite.

For some unknown reason one of the clothiers was wandering around in the imp trap. They got themselves burnt to death, but it did lure one of the imps into the waiting cages. I'll probably leave it to my successor to weaponize this creature.

17th Felsite.

A magma man fell into our trap today. Several times larger than the imp and meaner than anything I've ever seen. We also struck copper deep in the mines today. Finally a metal that our smiths can train with.

<http://dffd.wimbli.com/file.php?id=1028>

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YO**
Post by: **nahkh** on **May 19, 2009, 03:29:19 pm**

This seems to be going well. I'll have to add some new slots.
And remember kids, just because I'm gone for days at a time doesn't mean I don't love you.
Keep them doggies rolling and so fort.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Demonic Spoon** on **May 21, 2009, 09:00:13 am**

Well filiusernox was last active on the 18th and Ryalseth not since the 20th, should I go now?

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Skid** on **May 21, 2009, 11:13:52 am**

If they didn't go on their day, you're probably clear to begin. However you should wait a couple more hours in case they're playing right up to their deadline.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Demonic Spoon** on **May 21, 2009, 01:47:10 pm**

Well I've downloaded the save and... what is going on here! a massive hole in the gound! stockpiles in the middle of nowhere! Dead end tunnels! Unsafe metalsmithing conditions!

...now I've gotten that out of my system, I think it will take me a while to get used to this fortress. Also adamantine, I think it'll be a good idea to mine into that :P

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Ryalseth** on **May 21, 2009, 02:12:17 pm**

I'm still working on the save. I will be done soon.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Demonic Spoon** on **May 21, 2009, 02:27:27 pm**

Oh okay then, I'll still try to familiarize myself with this place though :-\

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Ryalseth** on **May 21, 2009, 02:59:18 pm**

File: <http://dffd.wimbli.com/file.php?id=1033> (<http://dffd.wimbli.com/file.php?id=1033>)

[Spoiler](#) (click to show/hide)
MANUAL OF SIEGE OPERATIONS AND DEFENSE STRATEGUM

APPENDIX I

21st Felsite, 106

I am beginning to question whether the leadership of this fortress may be controlled by higher powers. For some reason, Skid has again

left us as Overseer after quite a decent job in the past two seasons, and I have been asked to take the mantle once more. I still have no desire to manage all of Sparkgear's operations, so I have left many duties for the present mayor to handle. She does little enough these days.

The first order of business is to seal off the magma pipe. While it may be interesting to toy around with creatures of fire, we have already lost one poor soul through this distraction. I will leave the cage traps in place, that my successor may deal with the beasts. Tampering with them has been made illegal in the interim.

5th Hematite, 106

The magma pit has been sealed off well enough. Now I move my focus to the temple, ensuring it will be secure and foolproof. It is something I have been forbidden to speak of until now, for it is more a siege engine than a place of worship. I do not intend to praise the demons that possess our people, but instead I shall exterminate them from this world forever... Though I trust our military force, taking on these powers in that manner would result in many deaths. No. This matter will be resolved as cleanly as stone, as polished marble.

In other news, mining operations continue. I find them mildly irritating somehow, and nothing new has been found beyond what is left of the gold veins, and the odd crop of gems. Still, more iron and other workable metal would be most welcome. Also, the mayor has reinstated the crop fields, as our food stores are running low.

I'll not be extending many new orders for a time, as my wife has just given birth to our first child, and I will be spending more time at home. New quarters are certainly in order, too.

12th Hematite, 106

Nahkh keeps scrambling about the mason's workshop, shouting excitedly about various stones and wood. I'm not going to ask; maybe we'll end up with another giant skull. I'll intervene only if it dumps magma out the eyes. That is an interesting prospect though.

The mayorship passed hands again, this time to our butcher-broker. I'll have to figure out where the mayor's office and quarters and such were located before amid the chaos that is the living areas.

ADD.: I don't think there were any in the first place. Nobody's complained yet so I'll just make a note of it for later.

17th Hematite, 106

Nahkh finished his project, a diorite coffer. Not much use, but he claims to have learned much. Which may come in useful, but I'm intending to borrow the coffer for my own use.

I froze most of the junk dumping orders today. Having three places to throw things is very useless when you want to switch to having only one, especially given I cannot get it through my people's thick skulls to only place stone in that nearest to its origin.

IMPORTANT: Remember to remove the dump order near the forges...

25th Galena, 106

My family's new quarters are complete, with a specially designed bed to boot. Also, checking and re-checking on the temple's specifications are complete. All that is left is to uncover the depths.. and to see if these are mere idle shivers and superstitions, or something more foul.

Also, the human caravan left. I had the mayor buy up all the wood and metal they had to offer, and all the cloth too.

26th Galena, 106

Today is a dark day, and one of glory. Rumors of the demon pits were well-based in truth, as one of our more novice miners soon discovered, rapidly relaying details as to its structure, composition, and... inhabitants. All manners of wretched men and elves were bound in chains, clothes in tatters, babbling madly to themselves while wallowing in their own filth. The whole of the pits were said to smell of burning, rotting flesh and blood.

Yet before more description could be obtained, tragedy struck, and our miner cried out, immolated by some unknown force. We could not save him now. At once the trigger lever for the temple was pulled, and the great stone pillar above came crashing down upon those cursed pits, surely ending the infernal lives of its demonic inhabitants. For though he did not tell us of their presence, the miner hero Kol Nilunal was surely ended by one of these beings. It is my hope that those whom the pillar came crashing down upon were at once killed, but we know little of these beings and they may yet have survived. We must proceed with extreme caution.

5th Limestone, 106

We have uncovered the remains of the top level of the pits. Dozens of captive human and elves were killed in this operation, and this I truly regret. But know that I do this for the safety of Sparkgear, the Infallible Gear, and the world itself. Also found were the bodies of demons most depraved... the many-tentacled creatures of perverse legend. Ten of these things' bodies have been recovered. The creature that slayed Kol has not been found - it may be at the level above, but I am not ready to excavate there - another collapse must be prepared, as the pits were winding and twisted and surely there is space for more of these abominations to live yet.

Or perhaps a military assault could be launched.

Or perhaps we could flood the thing with magma and be done with it.

Or perhaps we could launch it into the sun. I don't care any more. Sparkgear is at the end of its food reserves: I have paid a great price for my obsession, and I think I must regain perspective. Even I am not immune to this constant shifting of leadership. Until I am needed again, I retire to my study of mechanics, for the best-laid traps of demons and dwarves.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Demonic Spoon** on **May 21, 2009, 03:12:50 pm**

Got the save, glad to hear the demons have been dealt with. :) For now it is to bed with me though.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **ArkDelgato** on **May 21, 2009, 07:28:47 pm**

Now that my internet's not dying, Ill take the 24th.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YO**
Post by: **Marko** on **May 21, 2009, 08:11:20 pm**

if its open I'll take another go on the 25th

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Demonic Spoon** on **May 22, 2009, 10:40:25 am**

The lag, it brings my computer to it's knees :(

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Demonic Spoon** on **May 22, 2009, 06:16:04 pm**

The save:
<http://dffd.wimbli.com/file.php?id=1039>
~~Will write more after sleep.~~

Spoiler (click to show/hide)
New Calender, Day one GRDM (Glorious Reign of the Dungeon Master)
I think back to those many months ago when the king called me to a secret meeting.
"Dungeon Master, I can feel my end coming nearer, I now appoint you as my regent and heir."
Short and to the point was our king. Fortunately I had the foresight tot demand it in writing.
And it completely unrelated that I'm good with forgery.

I can no longer takes these buffoons bumbling about, this fortress is a mess! I will not fail you my king.

A undetermined amount of time later:
I have tried to increase the efficiency of this place, as I always told fluffy before the unfortunate...incident with the bottomless pit:
"Efficiency! Efficiency! Efficiency! Thatr is the key to succesful deathtraps!" So I enlarged the wood stockpile, began construction on a undergorund surface crop farm plot for sunberries and ordered mass cloak production!
So I ordered a grand staircase built in the covenant huge hole in the ground. Also half the dwarves say their 'pioneers' renamed most of them to the peasants they are. Realizing that the dwarves will eventually get sick of eating plump helmets only I ordered most of our animal population slaughtered and began a grand project to wall of the brook fomr the outside world.
Fearing a resurgence of the demons fomr the glowing pits I set up orders to have them flooded, I'd like to see them get to me from solid obsidian! In that note I began the basic foundation for a grand obsidian farming project in that convenient hole in the ground.

A undetermined amount of time later:
A dwarven caravan has arrived! ...along with two goblin ambushes... unfortunatelly the military seems to be ignoring my orders... most of the caravan was slaughtered and the rest are fleeing, cowards.

A undetermined amount of time later:
Time feels...slow for some reason, also the strangew though '15 fps' keeps flashing through my mind. It's feels as if it's been winter forever!

A undetermined amount of time later:
A elven caravan has arrived!...no sunberrries unfortunately ☹️ They may live...for now.
They did bring a neat grizzly bear though 😊. Also a goblin siege arrived shortly after their arrival. Coincidence? I think not, damn elves.
Fortunately our traps dealt easily with the goblin menace, though this siege has made me aware of my own mortality, and so to immortalize me after death I ordered a adamantium coffin made.

A undetermined amount of time later:

I've had enough of this place, half the dwarves go on break the other half get's items, no work gets done! I'm going to retreat to my (as of yet incomplete) qaurters with my cloak collection and wait out the fortress's destruction.

A few notes to my succesor on what I would do if I it was still my turn:

Keeps those levers of fun walled up, I don't trust them.
Finish the great staircase.
Complete the obsidian farm, possibly using raw adamantine for mechanisms?
Finish walling off and roofing over the entire brook.
~~Make a hospital opposite the well (i.e. unassigned beds)~~
Build upwards on the skull tower thingy.
Finish roofing over great staircase on trade depot level.
Get some sunberries for sunshine 😊
Finish the planter qaurters at farm plots and fisher qaurters at brook, also my qaurters.
Complete cremation chamber and drain for obsidian farming project.
Make cloaks!
~~Don't cancel my designations. Especially the channel from the brook to fill the reservoir for the well.~~
Make a fire starter with that captured fire imp.

Umm, I notice the 23rd is open, can I take it to finish my projects?

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YO**
Post by: **nahkh** on **May 23, 2009, 06:11:17 am**

I don't see why not. Better than letting it go to waste.

EDIT: Updated the map. <http://mkv25.net/dfma/map-5852-sparkgear> (<http://mkv25.net/dfma/map-5852-sparkgear>)

EDIT EDIT: oh gawds. Nahkh the Magnificent is still alive. I can't imagine what's going on in his head what with all these travesties of art going on.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Demonic Spoon** on **May 23, 2009, 10:46:23 am**

:P Nakh the art was..inefficient.Also, the walled in levers are because I don't trust levers named 'Levers of Fun' but I don't want to destroy them incase they're useful.

I'm not going to get much done though, I forgot water pressure plus well is bad business and lost a whole year :(.

Fortunately it was during this same year that this happenend:

Spoiler (click to show/hide)



Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Demonic Spoon** on **May 23, 2009, 04:33:57 pm**

The new save:
<http://dffid.wimbli.com/file.php?id=1042>

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **ArkDelgato** on **May 23, 2009, 05:16:08 pm**

Feeling too sick for DF.
Pass me up :-[

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **alway** on **May 23, 2009, 06:43:36 pm**

I'll take whatever the next available day is... But be warned, this is my first bloodline, so it may end up being lots of Fun.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Demonic Spoon** on **May 24, 2009, 03:43:27 am**

Well alway you can take today if you want to.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YO**
Post by: **nahkh** on **May 24, 2009, 04:32:51 am**

That won't be a problem, always. Just remember, this bloodline game uses a different turn system than others.
Also, give Demonic Spoon a bath in magma. He likes that.

READ ME: Since the fps is dropping so low, it is becoming more and more difficult to do anything in 24 hours. How would you miscreants feel about increasing turn size to 48 hours?

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Demonic Spoon** on **May 24, 2009, 04:59:37 am**

Heck yeah! Btw did you see how I further defaced your art Nakh? Also, I only enjoy post-mortem bathing in magma after I'm safely encased in my adamantium coffn. And I added som POI's to the map.
<http://mkv25.net/dfma/map-5852-sparkgear>

And could my succesor just change the name of the dungeon master to:
"Demonic Spoon the Glorious" ? Thanks, I forgot to do that.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Corona688** on **May 24, 2009, 12:31:29 pm**

Quote from: nahkh on May 10, 2009, 06:30:32 pm
uranium kitchens

So that's how they cook without fire, I always wondered

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **alway** on **May 24, 2009, 01:13:38 pm**

I am setting up a nice power station on the river, should be able to provide enough for whatever anyone wants to build and then some. I would estimate upwards of 1500 power will be available for use, with more easily added. After all, we need to add some gears to sparkgear...
Edit: A note to future rulers: there are a pair of raw adamantine coffins in the mason's workshop on level -12, about 1 screen n-e of the main stairwell.
Another note: the power station has a red lever next to it. This level can be pulled to cut off all power going into the fort from the location. Just don't keep it off for to long after my character dies, since it also cuts off power to the mechanisms in his tomb, which would make him very bored in the afterlife.
Edit 3: I added a bunch of gear assemblies all the way down the main stairway shaft, so power will be easy to access from any level. There is 2300 power overall, with about 600 or so of that lost to the friction from the gears transferring it around. So there is plenty to go around!
Edit 4: Using an artifact door worth well over 400,000 I built a nobles room. The door has enough value that I was able to not only make

their bedrooms the same room, but also to make their tombs, offices, and dining room all in that same room!

Edit 5: Added a pit out from of the main entrance with grates, got a few rooms down below hooked up in a sort of gladiator arena/drowning pit. The levers for the doors are in the rooms which are the same shape (but rotated) as the rooms to which they are attached. The lever for the grates which drop them in is to the north of the entrance. In addition, I added some fortifications north of the trap covered entrance as a last resort fallback position if they manage to get past the corridor of traps.

'Skid' seems to be very resilient. So far I have accidentally dumped him in the river, nearly drowning him as well as dropped him off a couple floors, resulting in multiple yellow wounds. And that's just what happened while I was watching! All his wounds have healed, and he is right back to mining again.

To the next ruler: Be careful with the elves. My tree cutting seems to have upset them, and I apparently offended them by offering them a wooden harp (as if they didn't have 10 they were trying to sell to me).

Edit 6: The flooding part of the drowning pit/gladiator pit out front of the gate has 2 levers. The one on the left is for the pump which removes water, and the one on the right opens the door to let water in. The lever by the channel of water going to the pit (east of the pit, and one level up from the bottom) is to a floodgate which blocks off incoming water.

After the grates to drop stuff into the pit are done being linked up, I think I will be done for the day... However, with the framerate hovering around 30 it could take awhile...

Edit 7: Got all the grates queued up at least. I have played for about 1 year now, which IMO is enough for me. I have no more project ideas, so I will be uploading the new save shortly.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **alway** on **May 24, 2009, 06:20:54 pm**

Here is the new save:
<http://dfffd.wimbli.com/file.php?id=1045>

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Marko** on **May 24, 2009, 07:50:45 pm**

dl'd and trying to figure out what the heck is goin on...

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **alway** on **May 24, 2009, 08:01:47 pm**

Quote from: Marko on May 24, 2009, 07:50:45 pm
dl'd and trying to figure out what the heck is goin on...

Ya... I still don't think I figured out where everything is, and thats after playing it for 4 hours.

Oh, and one thing I forgot. Change 'Mechlord Alway' (a mechanic) to the profession title of ex-ruler, since my turn is done. My above posts should help with most of the levers I added. Only other real potential danger I saw was the irrigation system deep down on (what appears to be) the main food production level. 3 levers, probably fairly easy to figure out. One thing you might want to do is get a bit bigger force of marksdwarves... I kinda got a bunch of em killed off during the goblin seige right after I started. There appears to be a human caravan stuck in the entryway, the gaurds will help a bit in goblin sieges but from what I can tell they prevent other wagons from getting to the depot, so it might be a good idea to figure out how to dispose of the caravan. Some of the un-used mining tunnels deep down have doors on them, most of which are locked. This was an attempt (didn't work that well) to minimize the area pathfinding would need to take into account and thus reduce lag. In short, the place is a mess, good luck figuring it out!

Edit: But at least food production seems more than adequate for now, so you shouldn't have to much trouble with that. I mostly ignored the noble's mandates, and have had only 1 tantrum result from it. The hammerer seems very lax as well, and I did not see a single hammering in my year there.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Marko** on **May 24, 2009, 08:03:18 pm**

and I don't know if you noticed... but the human traders wagon's seem to be stuck...

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **alway** on **May 24, 2009, 08:04:31 pm**

Yep, it seems to prevent the dwarf and human wagon caravans from getting in... So its elf only trading, and they aren't to happy at the moment.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Marko** on **May 24, 2009, 08:09:19 pm**

well they've been freed! ;)

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **eerr** on **May 24, 2009, 10:15:34 pm**

when is the next turn available? sign me up for next (available) run!

which appears to be tomorrow??

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Demonic Spoon** on **May 24, 2009, 11:42:14 pm**

I believe the human caravan is stuck because of the trees, most of which I ordered cut down, it could also have sometihng to do with the goblin siege that appeared shortly after them at the same spot. Also, try to keep the elves happy until we get sunberries :(.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YO**
Post by: **nahkh** on **May 25, 2009, 08:48:13 am**

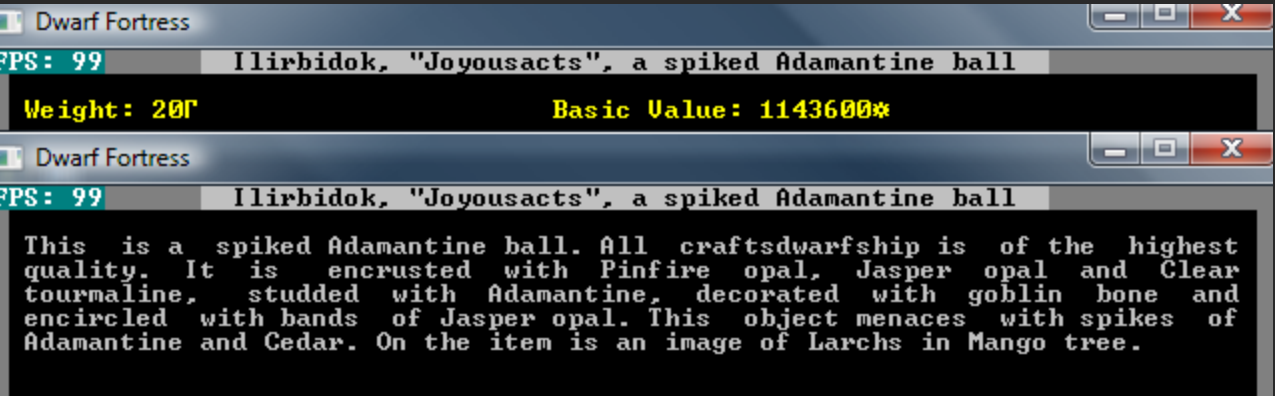
Tomorrow's your lucky day, Eerr.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Marko** on **May 25, 2009, 04:17:29 pm**

Sorry a few minutes late, was running up against the clock with my project. Anyway, here's the save:

<http://www.roomiescomic.com/files/SparkGear2.rar>

Spoiler (click to show/hide)
Nothing terribly exciting to report militarily wise during my latest rule. We repelled one small siege, an ambush, and one hydra. No military casualties, although I think one of the peasants out gathering wood died during the siege. Fey mood wise I had a couple, but one really awesome one:



A 1.1 Million dwarfbucks spiked ball!

As for building constructions, in tribute to our original skull entrance, I decided to build two giant skull statues that flank our entrance, looming quite ominously on both sides. You can see it here: <http://mkv25.net/dfma/poi-15088-doubleskullentrance> in all it's glory!

I also put in an aqueduct that sucks water up from the creek and pours it down the main stair well, creating a nice water fall and mist to cheer up any moody dwarves. If the flowing water kills your frame rate too much, there's a lever just north of the pumps that can turn off the power feeding it.

That's all for now, been fun, will like to take another turn maybe down the road after some more peeps play.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Demonic Spoon** on **May 25, 2009, 11:43:44 pm**

Yay! More 'art' to deface :D

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **eerr** on **May 26, 2009, 02:39:51 am**

the stock menu for stones take over a minute to load!

I found 2-3 veins of what appears to be the only remaining iron(hematite), in the area left of the volcano.
mined random gems.

set the manager to fill orders for several hundred items, including clothes for our half-naked populous.
set some adamantite mining orders, we can mine it all soon...

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Marko** on **May 26, 2009, 02:54:17 am**

[Quote from: Demonic Spoon on May 25, 2009, 11:43:44 pm](#)

Yay! More 'art' to deface :D

Noooooo!

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **alway** on **May 26, 2009, 07:47:47 am**

[Quote from: eerr on May 26, 2009, 02:39:51 am](#)

including clothes for our half-naked populous.

Don't do that!! How is the fortress going to grow when all the dwarves are wearing pants??

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Demonic Spoon** on **May 26, 2009, 07:58:20 am**

Hey! They aren't half naked! I'm sure most of them have cloaks and really, what more do you need? :P

Also, alway, we just import from other half-naked fortresses then.

Some of you poeple volunteer for first/second/third/fourth turns.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **alway** on **May 26, 2009, 12:28:37 pm**

So, has anyone tested out my grates + pit trap out front yet?

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **eerr** on **May 26, 2009, 12:29:52 pm**

I need more time, which is just as well, because it looks like nobody signed up yet.

also, theres not much left to do...

I've begun collecting items with picture decorations for exploration in adventurer mode.

I've assigned the manager with 30 years worth of tasks to verify- can't seem to do them out.

as soon as my dwarves return from mining various hematite and tetrahedrite veins, I will seal up the demon pits and forever end any threat to the fortress.

and mine the last of the admantium.

uh, can we retire this place as a new mountain home?

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Demonic Spoon** on **May 26, 2009, 12:37:09 pm**

The king already arrived and died. I don't think our civilization has a mountainhome anymore.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **alway** on **May 26, 2009, 12:48:38 pm**

Quote from: Demonic Spoon on May 26, 2009, 12:37:09 pm

The king already arrived and died. I don't think our civilization has a mountainhome anymore.

So let me get this straight. We managed to destroy dwarven civilization while only managing a single town?? Wow, I didn't think we were that bad...

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Demonic Spoon** on **May 26, 2009, 12:50:54 pm**

Quote from: alway on May 26, 2009, 12:48:38 pm

So let me get this straight. We managed to destroy dwarven civilization while only managing a single town?? Wow, I didn't think we were that badGOOD!...

Fixed ;D

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **alway** on **May 26, 2009, 12:53:55 pm**

Anyway, back to what eerr said... I would have to agree. The only thing left to do is build megaprojects, and due to the low framerate that is all but impossible. At best it would take days to complete one, at worst it would cause so much fps drop that it would never be finished.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Demonic Spoon** on **May 26, 2009, 12:59:25 pm**

Goals? Who needs goals! We have magma! What more do you want? We need to set up a bunker for the dungeon master and some staff to provide food etc. etc. and flood the rest of the world in fiery death.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Skid** on **May 26, 2009, 12:59:50 pm**

So, do we want to start over with a new fort? Install the orcs mod for this round? Maybe even set the population cap to something manageable...

I think I know of a 3x3 forest map with magma pipe, river, sand, bauxite, flux, iron, carp, and (in vanilla) open war with the goblins and elves.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Demonic Spoon** on **May 26, 2009, 01:04:12 pm**

Sounds nice. I'll have to set aside my dreams of every dwarf drinking sunshine though. Btw, is there HFS? And I have no experience with orcs, so I should probably only get a turn after we are well established.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **eerr** on **May 26, 2009, 04:47:50 pm**

the HFS is come, and is almost entirely gone.

our stocks include 35k stones(which takes about 3 minutes to load in the stocks screen, no exxageration), 70 adamantite rocks, 50 wafers, , not very much other ores, 100 iron bars and 300 gold, 1 steel bar, a gem of almost every type 75% are cut, 75% are not, 15 or so odd artifacts, 3 of which are made of adamantite, 5 of which refrence an adamantite chain.

Spoiler (click to show/hide)

we mined more than 80% of the adamantite, killed off the population of the demon pits at least once, and are in a position to seal the glowing pits of hell...

the only things the fortress needs:

anti-cave adaptation ceilings(<-this is small megaproject size, living quarters are huge in depth!)

super generic building megaproject.

drop the volcano pool 3-4 levels for amusement.

an arena, and also more cage traps
(we don't have very many captured goblins because of the 10 rows of weapon traps before the cage traps at the entrance)

something to do!

a raised resevoir for water.(quick, it can borrow from the waterfall system)

a raised resevoir for magma.(a slow process, I will begin work orders for pumps immediately)

wait for another king to show up (could be 3 years, or never)

order copious amounts of flux , pig iron, and steel goods (we don't have flux)

make some raw adamantium, metal adamantium statues.

make furniture for any possible need.

make clothing for our half naked dwarves.

build pitchblend shared nobles quarters.

but honestly, its all unnecessary stuff with too much waiting.

I never realized it, but the fun with adamantine stops after you breach the demon pits(win or loose, sticking around isn't worthwhile.

also, I will put this save up tonight/tomorrow but after the adamantines gone I expect most people to call it a day.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **alway** on **May 26, 2009, 06:07:18 pm**

Wait... 35k stones? Add another project to that list: dwarven atom smasher. Objects cause fps drop I have heard, so destroying at least 20k should give us like 20 fps or so if were lucky.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **eerr** on **May 26, 2009, 08:30:13 pm**

Quote from: alway on May 26, 2009, 06:07:18 pm
Wait... 35k stones? Add another project to that list: dwarven atom smasher. Objects cause fps drop I have heard, so destroying at least 20k should give us like 20 fps or so if were lucky.

It's taken 10 years to mine that stone, it will take another 35 to move it, with everyman in the fortress hauling.
or 10 per year per 100 dwarves = 35 years

Are you interested in the next turn? it might be yours indefinately.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Demonic Spoon** on **May 26, 2009, 11:11:27 pm**

Quote from: eerr on May 26, 2009, 04:47:50 pm
a gem of almost every type 75% are cut, 75% are not
make some raw adamantium, metal adamantium statues.

...wait what?

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **eerr** on **May 26, 2009, 11:31:59 pm**

Quote from: Demonic Spoon on May 26, 2009, 11:11:27 pm
...wait what?

I will make ore adamantium statues, and water adamantium statues.
I think we have all the gems,but we don't have them all in both cut and uncut.

Ask now if you want the save, otherwise I will prepare items for adventurer mode.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **eerr** on **May 27, 2009, 03:44:36 am**

http://dffd.wimbli.com/file.php?id=1049

unfortunately, I found out far too late to train a decent armoursmith.

however, you can download it just to watch the 60+ goblin siege die horribly.

or smith some adamantium

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Demonic Spoon** on **May 27, 2009, 11:26:02 pm**

Well, are we going to keep going with this fortress or are we going to take a new one?

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **eerr** on **May 28, 2009, 02:01:10 am**

Just to let you know, those bones covered walls for almost the entire game. Then I dug it out into a sealed chamber. And fresh tentacle demons popped out, only for our legendary wrestling squad... well they're dead now.

someone has to take up a fortress based torch, or we could just make a new thread ignoring this one.

feel free to watch nearly 70 goblins rush onto the weapon traps and die though.

also, adamantine count is 305, looking to hit 320 before excavation is done.
adamantine coin amunition anyone?

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YO**
Post by: **nahkh** on **May 28, 2009, 02:03:10 pm**

So, I hear the consensus is that we should start a new fort?
All against say "Nay", all in favor stick your hands in a blender (or say "Yay", you know, whichever).

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Demonic Spoon** on **May 28, 2009, 11:51:01 pm**

Yay

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Marko** on **May 29, 2009, 01:00:15 am**

yaaaay.....

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **ArkDelgato** on **May 29, 2009, 01:13:30 am**

BLENDER BLENDER OH GOD BLENDER

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **abculatter_2** on **May 29, 2009, 03:23:37 pm**

May I ask why the "Players needed" text in the title is on fire?

Also, if a new fort is made I'd like a spot.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **nahkh** on **May 29, 2009, 03:44:35 pm**

Fine fine, new fort. I'll start on Monday I guess, signups here. I'll make a new thread about it once I get home. Compulsory socialization with relatives tomorrow -.-

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **abculatter_2** on **May 29, 2009, 03:51:21 pm**

~~I call 2nd year!~~

I mean, I call the day after the new fortress is made!

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Marko** on **May 29, 2009, 03:53:35 pm**

I call the first day that's on a Sunday, Wednesday, or Friday!

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **eerr** on **May 29, 2009, 10:24:37 pm**

ahhh monday is too long man.

just make a new thread and gen the fort l8r, I want to sign up early, before the rush.

I call nextsies

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Skid** on **May 30, 2009, 01:15:22 am**

I want in. Whenever is fine.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Yaddy1** on **May 30, 2009, 04:42:25 pm**

I'll take a turn. Preferably on a weekend but anything but June 2-3 is good.

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **Demonic Spoon** on **June 01, 2009, 10:40:53 am**

Nahkh, you started yet?

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YO**
Post by: **nahkh** on **June 01, 2009, 12:27:22 pm**

Hmm. No. Some of us have to work for a living (unlike you unemployed bums).
Maybe I'll spend the next two hours making a fort.
Going to make a new thread.
EDIT: Done.

I Hereby Declare that this fort is DEAD DEAD DEAD. Everyone, new fort thread is up. <http://www.bay12games.com/forum/index.php?topic=36550.0> (<http://www.bay12games.com/forum/index.php?topic=36550.0>)

Title: **Re: Sparkgear - experimental bloodline fortress !!Players needed!! THAT MEANS YOU**
Post by: **eerr** on **June 01, 2009, 04:42:10 pm**

Dead as a doornail.

note that nobody ever equipped the military with the adamantine equipment.

We were running around with iron hammer, pine shield wrestling squads with half made armour sets for the entire game.

not that there was any problem with that.

Title: **Re: Sparkgear - experimental bloodline fortress [Historical archives]**
Post by: **Dragongutz** on **May 07, 2011, 08:27:12 pm**

I want to signup for the 27th day.

Title: **Re: Sparkgear - experimental bloodline fortress [Historical archives]**
Post by: **wlerin** on **May 07, 2011, 08:51:55 pm**

Quote from: Dragongutz on May 07, 2011, 08:27:12 pm

I want to signup for the 27th day.

Sadly this is long dead. Else I'd sign up for day 28.

Title: **Re: Sparkgear - experimental bloodline fortress [Historical archives]**
Post by: **Giver99** on **February 16, 2013, 09:22:26 pm**

is it in 3d if it is i cant

Title: **SparkGear 2 - Balls of Steel (*deader than a ... something really dead*)**
Post by: **nahkh** on **June 01, 2009, 12:46:27 pm**

After the phenomenal success [1] of SparkGear I've decided to start a new one.
We totally owned the previous map.
After a humongous pile of adamantite, a dead king
and some UNFORGIVABLE ART VANDALISM
we were left with a map with unplayable fps.
But the masses hunger for more, as they always do,
so I present to you without further ado;

SparkGear 2

-Balls of Steel-

Yes folks, once wasn't enough. We're back.

For you newcomers, SparkGear is a bloodline game. But not just any bloodline game. In SparkGear, we don't play nice. We don't take our time, no one year turns. In here, we do it by the clock. One turn, one twenty-four hour period. During that time you can play as much as you want.

There is only one rule: ~~Don't talk about~~ If your save isn't ready for the next guy at 22:00 GMT [2] sharp, YOU FUCKING LOSE. The next guy will steal your save and all your hard work will be chasm'd. That's right. 24 hours. Except for me, I'm only spending two hours. I'm that awesome.

So, ladies, sign up is this way. First two weeks are open, we'll extend the time as we get nearer. All dates are June, of course.

Day	Player	(Totally relevant notes)
1.	Nahkh	
2.	abculatter_2	
3.	Marko	
4.	Yaddy1	(Marko extended his turn and Demonic Spoon started early)
5.	Demonic Spoon	
6.	eerr	
7.	ArkDelgato	(If you touch my pyramid I FUCKING SWEAR [...])
8.	Cruxador	(no-show)
9.	Nil	
10.	Brendan	(Fort too heavy for this lightweight contestant)
11.	Fault	
12.	Abculatter_2	crash2455 BONUS ROUND!
13.	Demonic Spoon	
14.	RavingManiac	
15.	whoever this is supposed to be.	
16.	Skid	
17.	Marko	
18.	crash2455	
19.	Yaddy1	
20.	Barbarossa the Seal God	
->21.	Nahkh / Demonic Spoon	
22.	Katsuun	
23.	Demonic Spoon	
24.		
25.	crash2455	
26.	nil	
27.	Nahkh	
28.		
29.		
30.		

Here is a picture of the entrance in all its glory
(in other words before it's inevitably fucked up by incompetent nitwits)



Location:



For those of you who HAVEN'T SEEN THE GLORY THAT IS SPARKGEAR, here's a link:
<http://www.bay12games.com/forum/index.php?topic=35238.0>
(<http://www.bay12games.com/forum/index.php?topic=35238.0>)

[1] = For a limited amount of success, and for a given definition of phenomenal
[2] = Don't know your time zone? Fuck you.
<http://wwp.greenwichmeantime.com/gmt-converter.htm> (<http://wwp.greenwichmeantime.com/gmt-converter.htm>)

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 01, 2009, 12:52:27 pm**

Sign me up for whenever Nahkh. Also, lol.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 01, 2009, 01:54:24 pm**

Within a tattered diary.

Herein are detailed the gruesome fates inflicted upon me, the illustrious Nahkh the Magnificent. 'tis a Most Cruel Thing, an artist like myself in exile. After they banished me from the mountainhomes I vowed to Show Them who's the greater artist. And I did so with flourish. The Skull of Sages at the entrance of SparkGear was truly a wonder to behold. Alas. After we struck that accursed adamantite my little kingdom was taken over by upstart "nobles" and "kings". BAH. They allowed those IMPUDENT FOOLS to wreck my great artistry. And when the last remnants of my great work collapsed on some hapless fool they had the AUDACITY to blame me. I can barely believe it. But it cannot be helped I suppose. To exile I go once more. This time we're located near the edge of a mountain range (I forget the name. Butt-end of nowhere by any measure), near a forest that's reputedly haunted. I don't hold much stock for such rumors, but my servants are getting restless as we near the place. I've overheard mutterings of The Great Horrors in the forest. Tsk.

Addendum: Damnation! Many of the servants have fled during the night! Now how are we going to move all this equipment? Blast. Well, we're pretty close to our destination, so the damage is minimal. Looks like I may have to do some menial work to prevent complete loss of morale. Woe.

Here's a rough rendition of our starting location, viewed from the perennial elfs-eye perspective.



As you can see, it's not much to look at. Yet. I've ordered the miners to entrench a nearby hillock for defense. This forest worries me.

The initial phases of the construction are going well, and I'm already forming a new vision of a masterpiece. A more lasting kind this time. Hmm. It almost seems like something is moving in the woods. Must be my imagination.



EDIT: Fuckit. I'm gonna cheat. Save will be available at 22 GMT.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 01, 2009, 03:53:45 pm**

I do have this nice little 3x3 map with a magma pipe and cave river if you want to use it.

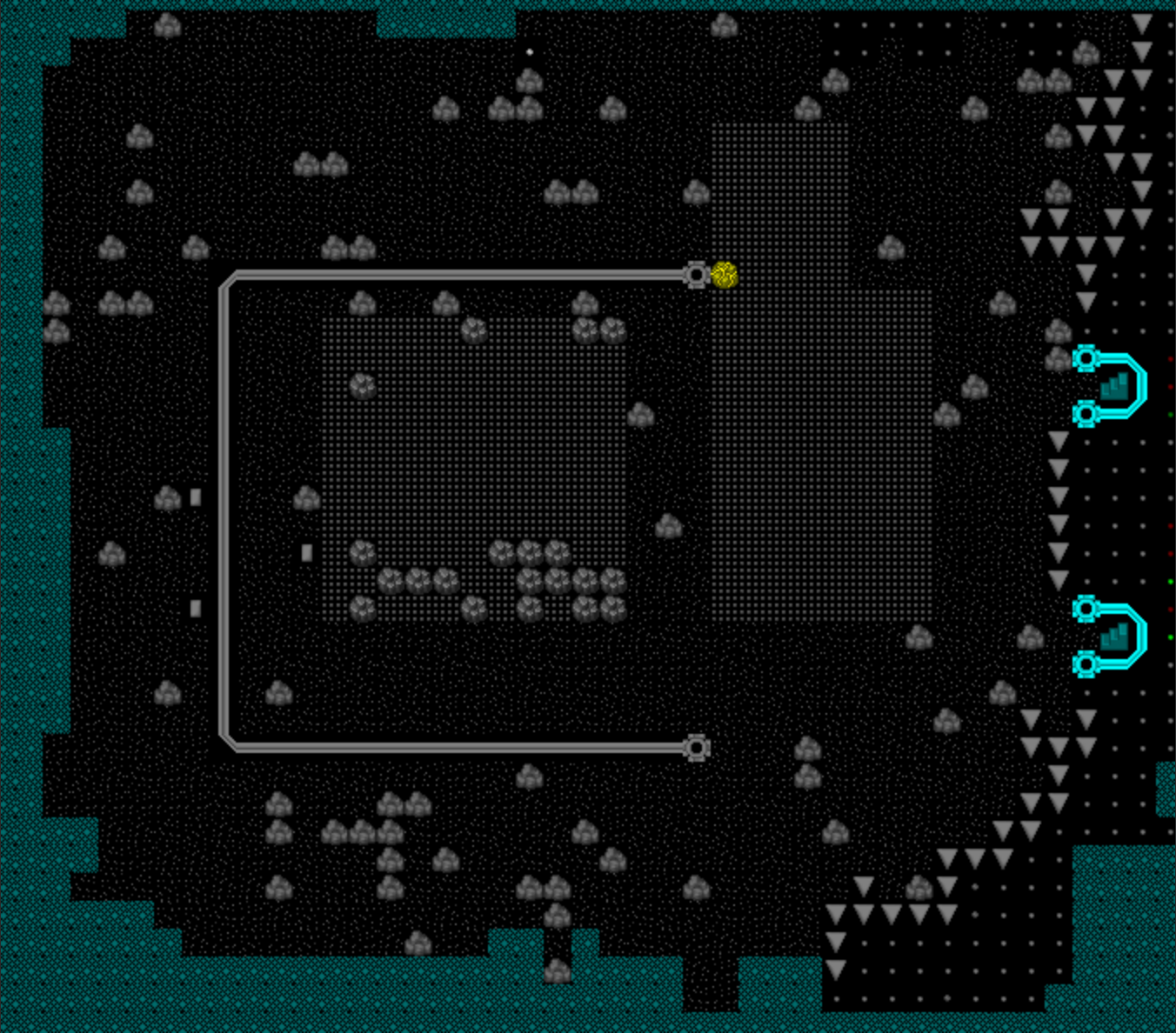
Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 01, 2009, 04:16:58 pm**

save: <http://rapidshare.com/files/239741413/SparkGear2.7z.html> (<http://rapidshare.com/files/239741413/SparkGear2.7z.html>)
map: <http://mkv25.net/dfma/map-5952-sparkgeartheballsofsteel> (<http://mkv25.net/dfma/map-5952-sparkgeartheballsofsteel>)
Goddamnit uploads :/

I have a 3x3 map with magma pool, underground river and HFS. Plus a haunted tropical forest.

Within a tattered diary

Work has been progressing well. We've laid the foundations of the Spherical Pyramid, as show.



Later marking

Today our progress was halted by a group of marauding mandrills. I didn't hear of their presence until I saw this on my desk.

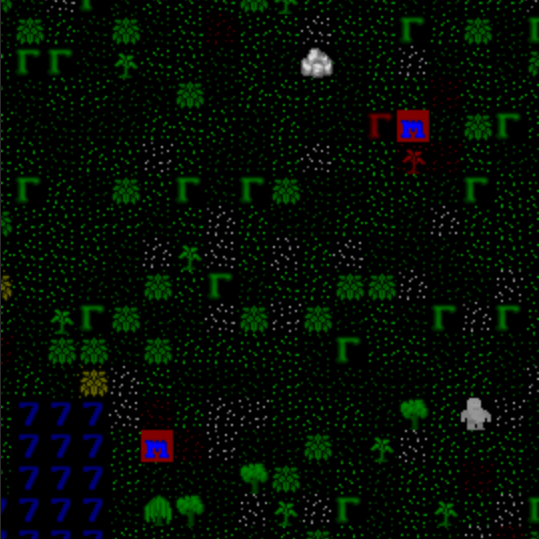
Attached is a piece of paperwork from the fort

A Mandrill has stolen a enormous Candlenut corkscrew!



I was furious when I found my way outside only to find the mandrills STILL PILLAGING. Only a True Idiot would observe mandrills stealing valuable fort goods, then calmly submit paperwork about it. Sounding an alarm might be in order? Damn these fools. Gods why do you curse me so?

Oh well. At least the miners were quick to dispatch the problematic plunderers.



Sometime after the traders had come and gone we had us some "immigrants". Do the bloody fools think I, I, wouldn't recognize them after a paltry year? It's most of my servants, who dared abandon me here. The wilderness wasn't to your liking? Well poor you. MAY LICE EAT YOUR BEARD CLEAN OFF. I had them all grab stones and start building. With the added workforce the pyramid is being finished with great rapidity. The Twin Obelisks, made of the finest microcline, are also nearing completion.

Final entry
At last! My newest work is done! I must say, while it certainly isn't my greatest work it is, ehm, my greatest extant work. May it last for generations to come!

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **eerr** on **June 01, 2009, 04:37:43 pm**

sign me up for a new strike on the earth!, (or two, at this rate)

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **abculatter_2** on **June 01, 2009, 04:42:56 pm**

Quote from: nahkh on June 01, 2009, 04:16:58 pm
magma

THIS MUST BE IMPLEMENTED:

<http://www.bay12games.com/forum/index.php?topic=30047.msg580078#msg580078>

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 01, 2009, 04:54:37 pm**

If you can do it. I don't recommend obsidian production though, it's a finite pool.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **ArkDelgato** on **June 01, 2009, 04:55:27 pm**

Sign me up for 7.
I can't wait to fuck up that pyramid.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **abculatter_2** on **June 01, 2009, 05:04:05 pm**

Quote from: nahkh on June 01, 2009, 04:54:37 pm
If you can do it. I don't recommend obsidian production though, it's a finite pool.

I'll try to do it on my turn, but i think it's a bit too early...

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Brendan** on **June 01, 2009, 05:51:20 pm**

I'll take the 10th. I probably wouldn't get much done on the 8th or 9th.

Also: GMT fuck yes.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **abculatter_2** on **June 01, 2009, 06:10:20 pm**

Within a near-by journal

I've arrived to a fortress in a well-enough state, though it's rather sprawled and haphazard. All the stockpiles (most importantly, the food stockpile) are outside and the lodgings are minimal, both of which I'll need to fix. Also, the last leader had begun stockpiling wooden pipes for some reason...

I've added a new bedroom/food stockpile in the mountain.



It needs a bit of cleaning up though...

One of the dwarves has begun calling himself "Brak Obama". Apparently, it's some kind of gag, but I think he's just crazy.

'Brak Obama' Solonsazir, Leader You Can Trust

I've also begun work on our fortress' defenses. The main area will be easy enough to defend, but I don't know about that pyramid...

We need bauxite.

I've finished the wall and moat for the main area, the moat should fill up with the next rain.



Elves. Of course, I have nothing to trade. Should I kill them and take their stuff, or let them go on their merry way? I let the elves go... for now.

I've begun adding fortifications above the fortress walls and making it more secure.

Migrants. Let's see what they've got...

A dyer, a brewer, a potash maker, a metalsmith, a cook and 3 peasents. This brings our fortress' population to 22.

Construction of the fortifications is complete, drawbridges have been made and linked (all levers and drawbridges have been labeled and the note symbol matches on the levers that open the bridges), and the fortress is now a right and proper fortress. I've also begun building a few crossbows and bone bolts for training up a few of the peasants (and maybe that potash maker...).

I've begun exploratory mining, and have so far uncovered two wax opal clusters and two gold veins.

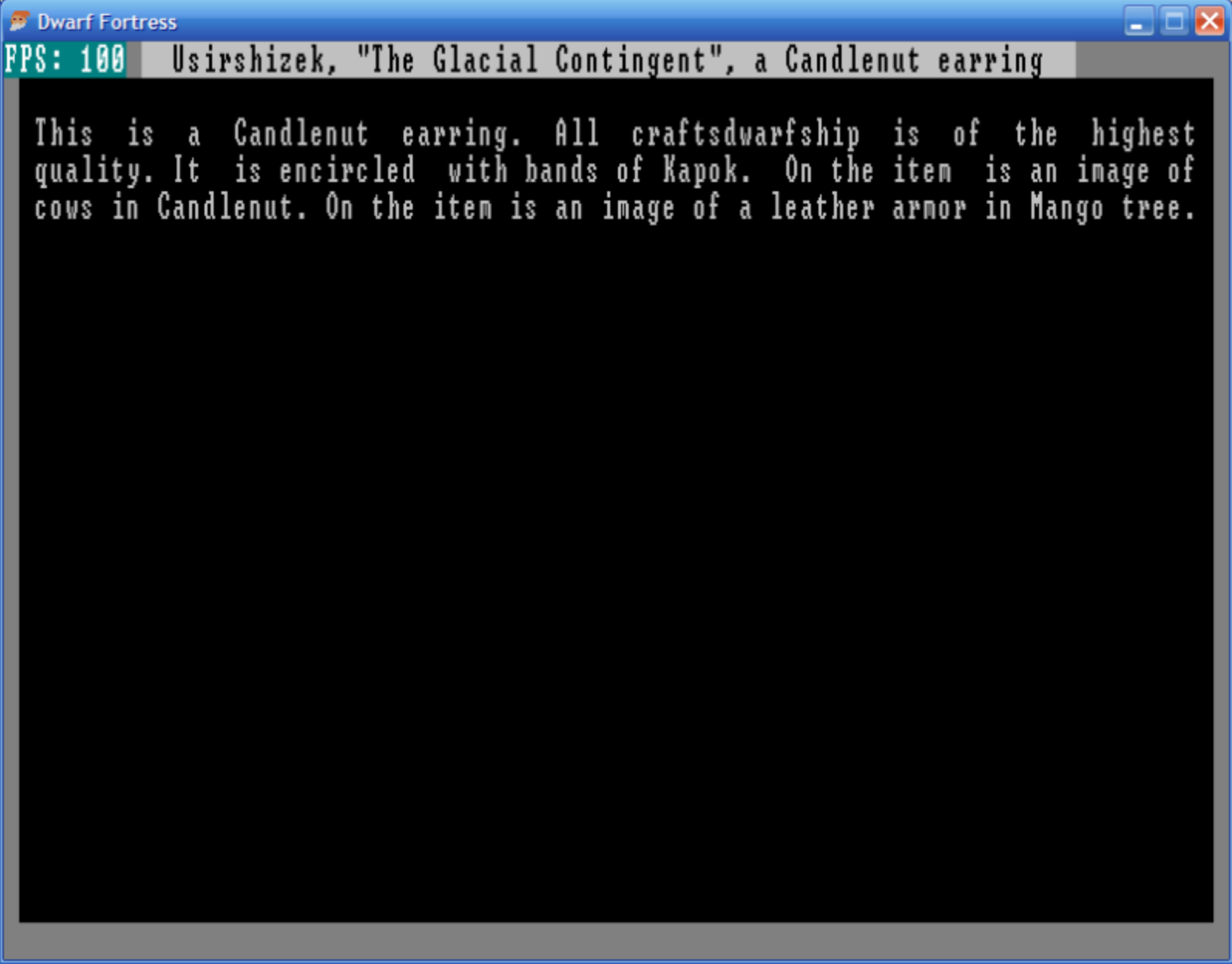
More migrants! Must be from the shittons of gold I just mined...

A peasant, an armorer, a baby cow, another peasant, a cheese maker, a wood burner, yet another peasant, and a fish cleaner. Our population is now 30.

we now have 2 full-time marksdwarves. I have an archery range set up for them, just need to make some quivers for them...

Found the underground river! ... and aperaturently it's infested with hordes of vicious monsters. Better wall that up till the marksdwarves get their quivers.

The wood burner has been possessed! Let's see what he makes...



Wonder how much it's worth...

I'm going to make a golden monument. What it'll be, I have no idea.

Hmmm... a strangler appeared and killed our legendary miner after he fell asleep right in front of it...

...
ZOMG MEMORY ALLOCATION ERROR! Good thing I saved! I need to go to bed anyway. I'll continue tomorrow then post up the save.

So, I'm going to begin construction of the big lava-spewing dragon on a convenient ledge on the spherical pyramid. Problem is, I don't have enough charcoal, and making the charcoal is horribly inefficient anyway. So, I've decided to start using some of that magma and create a magma metalworks. With proper safety precautions, of course.

Outpost liaison! And this time, we have gold!

Construction of the metalworks has been delayed due to fire imps. They should be dealt with soon enough.

Well, the fire imps have been less-than-cooperative (who knew they were too smart to blindly walk into the waiting jaws of a cage trap?) so I've decided to simply make the metalworks with them still around. I've made sure that the only entrance they can use is covered with traps.

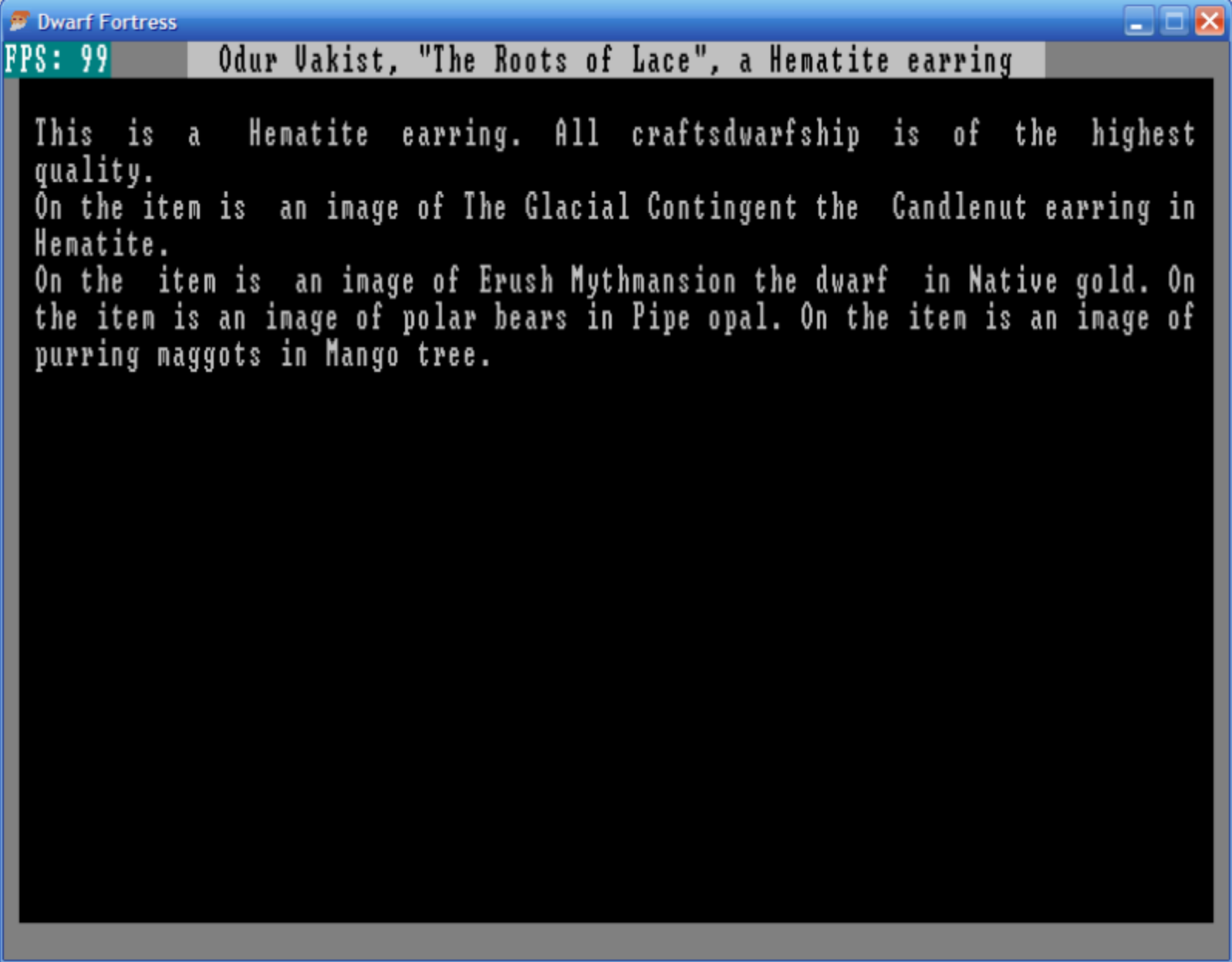
The mtalworks is complete! Now to begin gold production...



An ambush! Curse them!



The herbalist has been taken by a strange mood.



Well, that's certainly unique. I wonder how he/she fit all that on there...

Well, at any rate, it's rather valuable apparently:

Basic Value: 68400*

The ambushers have been killed or driven off by our two miners! They are now the fort's official Badasses! Though we lost four dwarves who were too stupid to just go inside.

OH GOD OH GOD OH GOD THE BOOZE IS GONE OH GOD OH GOD OH GOD

Another elven caravan.

Our marksdwarf is going on a tamtrum! Carp, we need booze!!

It's okay, everything is alright. The booze is now flowing freely. Yay booze!

The dragon head is nearly complete. However, we do not have the bauxite necessary to pump the lava up to it, so someone else will have to do that. I also lack valuable enough gems and a gemcutter to make the gemstone eyes, so I'm making the pupils obsidian instead.

More migrants! I don't feel like listing their professions, but they now bring our fortress' population to 39!

The dragon head is almost done! we just have to add a few more blocks and remove some of the scaffoldi

The last letter trails off the page, and there are a few droplets of blood on the bottom

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Brendan** on **June 01, 2009, 06:32:33 pm**

Brak? My avatar sees what you did there.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Marko** on **June 02, 2009, 12:42:58 am**

needs more giant skull!

PS: if you two don't mind, leave housing to me, I'll make a nice efficient living quarters system the envy of all the realm.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **RavingManiac** on **June 02, 2009, 02:09:42 am**

Sign me up for turn 14!

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 02, 2009, 07:35:33 am**

Nahkh, I just really need to know...the spherical pyramid?! ???

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Katsuun** on **June 02, 2009, 08:12:25 am**

I'll sign up for 8, assuming thats Sunday of this week. If not, don't put me down.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 02, 2009, 08:48:52 am**

8th is Monday.

And Demonic Spoon, it's simple. Starting from the center, any wall is equally many steps away. See?

Edit: Also, unless my flawless 20/20 vision fails me the current ruler built the housing right where the moat is supposed to go.

<despair>Doesn't anyone look at the big picture before smacking stuff down?</despair>

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Cruxador** on **June 02, 2009, 10:44:02 am**

It would seem that no, no one looks at your big picture :P
The moat can, however, be placed differently. It's more fun when it forms a hodgepodge anyway :P

I'd like to get in on this, btw. Barring unusual circumstance, any available day works for me.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **abculatter_2** on **June 02, 2009, 11:30:38 am**

Quote from: Marko on June 02, 2009, 12:42:58 am

needs more giant skull!

PS: if you two don't mind, leave housing to me, I'll make a nice efficient living quarters system the envy of all the realm.

Oh don't worry, I'll make the skull.

And it's going to be solid gold!

Quote from: nahkh on June 02, 2009, 08:48:52 am

Edit: Also, unless my flawless 20/20 vision fails me the current ruler built the housing right where the moat is supposed to go.

<despair>Doesn't anyone look at the big picture before smacking stuff down?</despair>

The main area is only connected to the moat by a single 1x2 corridor on the level above it. Here, I'll get a picture...

wait a sec... How is the moat supposed to be there? It's so big, and the hill goes down...

unless you were going to build the non-existent parts artificially...

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 02, 2009, 12:42:38 pm**

Abculatter_2: You notice that hill with the pyramid? It wasn't a hill originally. We dug that hueg moat around it. and it was supposed to be dug one level down still, so that it would be on level with the forest floor, leaving the pyramid standing on a mesa. The front of the pyramid was supposed to be filled with two layers of battlements. But do what you want. That's the spirit eh?

Curxador: I'll sign you up on the first available day.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Fault** on **June 02, 2009, 01:53:42 pm**

Are there any days on the weekend still available? I'd like to volunteer for one

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **abculatter_2** on **June 02, 2009, 01:55:12 pm**

Quote from: nahkh on June 02, 2009, 12:42:38 pm

Abculatter_2: You notice that hill with the pyramid? It wasn't a hill originally. We dug that hueg moat around it. and it was supposed to be dug one level down still, so that it would be on level with the forest floor, leaving the pyramid standing on a mesa. The front of the pyramid was supposed to be filled with two layers of battlements. But do what you want. That's the spirit eh?

Curxador: I'll sign you up on the first available day.

Ooooooh. That would've been cool...

well, to make up for it, I'm making the dragon head on top of the platform with the statues. At least, I will be when these damn ambushers are gone.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Katsuun** on **June 02, 2009, 03:24:29 pm**

Turn 13 should be Saturday then, right? Sign me up for then if it is.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 02, 2009, 03:27:08 pm**

Abculatter_2: Save uploaded yet? And be careful with those statues, they're original Nahkhs.

Fault: Sure thing.

Katsuun: Fault nibbed it first. First come first serve. Do you want Friday 12th? Or would you prefer to wait until week three?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Katsuun** on **June 02, 2009, 03:28:23 pm**

Eh... I'll wait till the third week. I don't play untill afternoons in Fridays... :(

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 02, 2009, 03:29:16 pm**

Sure thing. Saturday ok for you?

EDIT: And by the way, the Party says that the cutoff point has always been on 22 GMT. Anyone caught claiming it used to be 21 GMT will be tried for high treason for spreading such obvious enemy propaganda. England prevails!

EDIT EDIT: Some updates. abculatter_2 is having some difficulty uploading the save, but it's coming. Marko, if you're listening, it's your call whether or not you'll wait.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Katsuun** on **June 02, 2009, 03:44:46 pm**

Quote from: nahkh on June 02, 2009, 03:29:16 pm
Sure thing. Saturday ok for you?
EDIT: And by the way, the Party says that the cutoff point has always been on 22 GMT. Anyone caught claiming it used to be 21 GMT will be tried for high treason for spreading such obvious enemy propaganda. England prevails!

Yeah, thats good. Thanks.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **abculatter_2** on **June 02, 2009, 04:07:02 pm**

Quote from: nahkh on June 02, 2009, 03:29:16 pm
EDIT EDIT: Some updates. abculatter_2 is having some difficulty uploading the save, but it's coming. Marko, if you're listening, it's your call whether or not you'll wait.

WAITWAITWAIT IT'S 40% DONE JUST WAIT

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 02, 2009, 04:08:55 pm**

Goddamn 56k, eh?
Anyway, you'll work it out. I'm off to bed.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **abculatter_2** on **June 02, 2009, 04:10:30 pm**

Quote from: nahkh on June 02, 2009, 04:08:55 pm
Goddamn 56k, eh?
Anyway, you'll work it out. I'm off to bed.

No, DSL. It just doesn't like uploading for some reason.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 02, 2009, 04:12:48 pm**

Stop routing it through ISS then? Also you should totally replace your ISP with carrier pigeons. I hear they don't drop too many packages.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **abculatter_2** on **June 02, 2009, 04:22:26 pm**

Current fortress:
<http://www.mkv25.net/dfma/map-5955--sparkgear2>
Save:
<http://www.mediafire.com/?xrn0ty2jmy2>
The levers and drawbridges are all labeled, and the icon on the notes correspond with what triggers what.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Fault** on **June 02, 2009, 05:32:24 pm**

Quote from: nahkh on June 02, 2009, 03:27:08 pm
Abculatter_2: Save uploaded yet? And be careful with those statues, they're original Nahkhs.
Fault: Sure thing.
Katsuun: Fault nibbed it first. First come first serve. Do you want Friday 12th? Or would you prefer to wait until week three?

actually, I think I'm busy on that weekend (june 12th to 14th) :-\. Katsuun can have that time if he wants it. Are there any days available on the 6th or 7th? or maybe I could wait 'til the third week...

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **abculatter_2** on **June 02, 2009, 05:59:39 pm**

Where'd that marko run off to, I wonder?
Also, if there's ever a day that nobody signed for, I'd be more then willing to fill in that day (or days) until the next person's turn.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nil** on **June 02, 2009, 07:26:28 pm**

Can I get the 9th?
(just barely got home from work, so you were quite safe :P)
cracks his knuckles and downloads
let's get this bad boy up and running, shall we?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **eerr** on **June 02, 2009, 10:40:43 pm**

Quote from: Marko on June 02, 2009, 10:07:37 pm

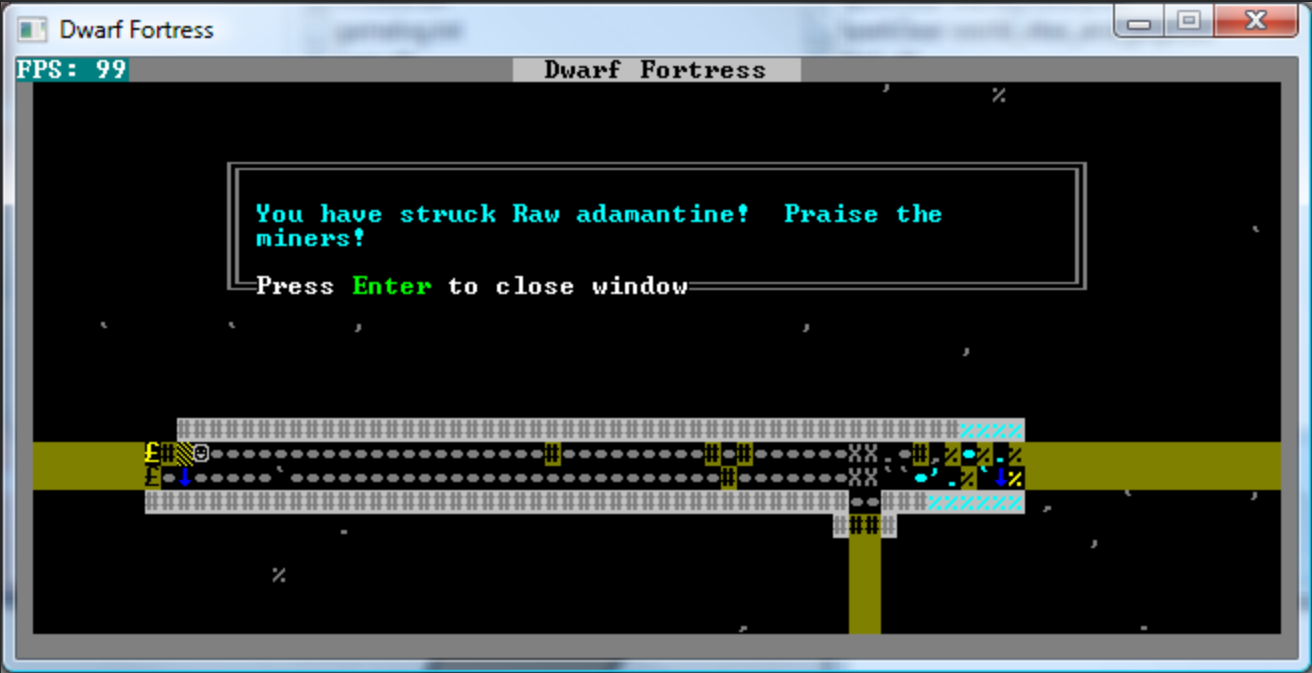
(just barely got home from work, so you were quite safe :P)

cracks his knuckles and downloads

let's get this bad boy up and running, shall we?

I pray for awesomeness, you are a member of the managerial elite

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Marko** on **June 03, 2009, 02:01:11 am**



Awesome has been found ;D

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 03, 2009, 08:43:02 am**

Now we just need to find a way to synthesize it.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 03, 2009, 08:48:03 am**

Quote from: Demonic Spoon on June 03, 2009, 08:43:02 am

Now we just need to find a way to synthesize it.

See, you start off a new thread on the boards and start a bloodline game. Then you call it something fukken orsum and go for the adamantite.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Fault** on **June 03, 2009, 09:35:37 am**

Have we found the underground river yet? I plan to reroute it into the demon pit...

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 03, 2009, 09:43:04 am**

I plan to make a massive underground forest.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 03, 2009, 11:48:20 am**

You people and your plans. Haven't you learned yet?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **abculatter_2** on **June 03, 2009, 12:17:52 pm**

Quote from: Fault on June 03, 2009, 09:35:37 am

Have we found the underground river yet? I plan to reroute it into the demon pit...

Yes, but it's small and on the corner of the map. And there are probably plenty of crisscrossing exploration tunnels between it and the demon pits. It's also infected with all different kinds of [insert animal here]men and abnormally large underground creatures. Unless Marko has dealt with them...

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 03, 2009, 12:28:57 pm**

Quote from: nahkh on June 03, 2009, 11:48:20 am

You people and your plans. Haven't you learned yet?

Look who's talking mister 'art'.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Fault** on **June 03, 2009, 01:43:29 pm**

Quote from: abculatter_2 on June 03, 2009, 12:17:52 pm

Yes, but it's small and on the corner of the map. And there are probably plenty of crisscrossing exploration tunnels between it and the demon pits. It's also infected with all different kinds of [insert animal here]men and abnormally large underground creatures. Unless Marko has dealt with them...

That's why you route magma through it first!
Also, I'm available on the 11th, if that space is still empty.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 03, 2009, 02:07:25 pm**

Why yes it is! ;D Aren't you a lucky guy? ;)

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **crash2455** on **June 03, 2009, 02:24:41 pm**

I'll take the 11th.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **abculatter_2** on **June 03, 2009, 02:26:56 pm**

Quote from: Fault on June 03, 2009, 01:43:29 pm

Quote from: abculatter_2 on June 03, 2009, 12:17:52 pm

Yes, but it's small and on the corner of the map. And there are probably plenty of crisscrossing exploration tunnels between it and the demon pits. It's also infected with all different kinds of [insert animal here]men and abnormally large underground creatures. Unless Marko has dealt with them...

That's why you route magma through it first!
Also, I'm available on the 11th, if that space is still empty.

We only have a finite pool of magma, it does not come back when used. I suppose you could do it once, but wouldn't they just eventually respawn?

Quote from: crash2455 on June 03, 2009, 02:24:41 pm

I'll take the 11th.

Read the last 2 posts.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 03, 2009, 02:30:40 pm**

Quote from: abculatter_2 on June 03, 2009, 02:26:56 pm

but wouldn't they just eventually respawn?

No

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 03, 2009, 03:20:52 pm**

Demonic Spoon: I meant that the only plans worth crap are the ones that you can make happen. And in this fortress, that's not bloody likely.
(And if it is, it's mercilessly vandalized on the next turn)

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Marko** on **June 03, 2009, 04:01:28 pm**

turn's up... just got a project done right in the nick of time just to find out it doesn't quite work 100% (ah well) most of it works anyway...

file:
http://www.roomiescomic.com/files/SparkGear2_1.rar

map:
http://www.mkv25.net/dfma/map-5964--sparkgear2

my project:
http://www.mkv25.net/dfma/movie-1388-humapoweredspiketrap

A Human powered automatic spike trap! Sadly I ran out of time before I could polish it up, two of the spikes got interrupted by raiders and never got finished :(Also could be beefed up more if you put in some more spikes so they go off when the others retract... would be awesome... and incredibly deadly...

Oh yeah, the king arrived just as my time was winding down so I haven't done anything for him yet. You could either a: put together a nice royal suite for him, or b: seal him up in a room with a poor schmoe armed with a pick axe, and feed him to the spirit of fire!

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 03, 2009, 04:56:40 pm**

Wow. Just. Wow.

Now that is an awesome trap right there.

Kudos.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Marko** on **June 03, 2009, 05:34:13 pm**

if Yaddy is MIA can I tweak it a little bit to fix the two spikes that didn't get linked before my time ran out?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Fault** on **June 03, 2009, 05:41:27 pm**

Quote from: abculatter_2 on June 03, 2009, 02:26:56 pm

We only have a finite pool of magma, it does not come back when used.

If only we could get it to rain magma, then it'd fill back up like murky pools do.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Marko** on **June 03, 2009, 05:42:18 pm**

Quote from: Fault on June 03, 2009, 05:41:27 pm

Quote from: abculatter_2 on June 03, 2009, 02:26:56 pm

We only have a finite pool of magma, it does not come back when used.

If only we could get it to rain magma, then it'd fill back up like murky pools do.

Magma rain O_O oh the possibilities...

ps: put me down again for the 17th :D

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Cruxador** on **June 03, 2009, 05:54:26 pm**

So... what happens when that human dies?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Marko** on **June 03, 2009, 05:56:29 pm**

can be replaced with any captured enemy, just move their cage into there (there's two locked doors flanking the trap linked ones) and release them inside. You might to unlock then lock a door to coax them into starting the loop, but once they've started, they'll start wandering back and forth from door to door. The pressure plate on the right is currently linked to all the spike traps (minus two which I didn't discover until my turn is over) If somebody wants to double the lethality and make the entrance completely impassable, just add spikes in the open spaces, and link the left pressure plate to them. After you do that though... I wouldn't let the dwarves go outside anymore... (at the moment I marked all the spike traps as restricted, so dwarves zig zag through the trap unharmed, but enemies... and non dwarf allies... go right trough it without a care)

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **abculatter_2** on **June 03, 2009, 06:33:19 pm**

Could you sign me up again for the 12th? Also, the eyes of my golden dragon head are supposed to be 2x2x2 cubes of aluminum with two smooth obsidian pupils. However, I ran out of time just as I was plopping down the last 2 aluminum walls, and apparently the work orders didn't get through. Could the next person fix that up for me?

Also, those ramps behind the eyes are scaffolding, and are only there to allow the dwarves to the 2nd level of the eyes. could you remove those too?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Skid** on **June 03, 2009, 08:03:47 pm**

I'd like the 16th.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 03, 2009, 11:57:18 pm**

Since Yaddy hasn't responded to the PM, I guess it's safe to assume he's MIA. Marko, fix that trap.
And if he doesn't show up go ahead and play until the end of his turn. With great awesome comes great demands for more.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Marko** on **June 04, 2009, 01:57:05 am**

I assure you this trap is fully functional and operation. Prepare to face the full wrath and might of SparkGear2!

Ha ha! HA HA! MWAH HA! AHAHAHAA!!!
AAAAH HA! HA! HA! HA!
HAAAAA!!!!

-ahem-

Excuse me... got a little carried away there. The trap has been fixed and is ready to go!

Updated file:
http://www.roomiescomic.com/files/SparkGear2_2.rar

Oh and we got visited by some traders, it went REALLY well:
<http://mkv25.net/dfma/movie-1391-tradersvsautomatedspiketrp>

and now... I'm off to bed, then work all day tomorrow, so you guys are on you're own for now ;)

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **crash2455** on **June 04, 2009, 02:06:47 am**

Sign me up for the 18th.

Also, I predict that those spikes will fare better against the traders than they will any enemy. I suppose that just makes them that much better.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 04, 2009, 08:41:03 am**

So are you done now Marko?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Marko** on **June 04, 2009, 09:26:34 am**

I would do more, but I gotta work today, so I'm all done ;)

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 04, 2009, 09:30:09 am**

Okay, I'll start a bit early then now.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 04, 2009, 10:57:47 am**

Hmm. The map seems somehow... smaller than before.
Nope, same as before. I could've sworn I had more space to the west...

Anyhow, here's a new picture:



Ooh now here's an idea for someone: Make claws for the dragon head. Maybe grasping the obelisks?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 04, 2009, 11:20:06 am**

Gah! This place is a horrible horrible mess. And I'm too lazy to fix it :P. And damn, I was hoping the end of the river with the bottomless pit would be here, drainage for my project will be more problematic now.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 04, 2009, 11:23:21 am**

Quote from: Demonic Spoon on June 04, 2009, 11:20:06 am

This place is awesome.

Fixed that for you.

Also, drainage problems? Just carve fortifications adjacent to the map edge.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 04, 2009, 11:25:41 am**

... :o Thank you! :D

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 04, 2009, 11:35:16 am**

No problem.
But to thank me properly you of course have to build a fifteen-level high statue of me to commemorate this day. You understand.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 04, 2009, 11:39:15 am**

Can it be underground? To protect it from the horrible searing light.

Also:



Ffffffffffffffffffffffffff

I had a pleasant daydream about some population control:



But decided it would probably be too effective.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 04, 2009, 12:11:27 pm**

It's not dorfy if it isn't covered in vomit >_<

And that population control thing isn't such a bad idea actually.
Have all immigrants pass through "Immigration control", maybe reduce their numbers by half. None of your regular dwarves will give a damn, just some strange soapmaker guts spread over the halls.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **abculatter_2** on **June 04, 2009, 12:23:45 pm**

Could you please add the last two blocks of aluminum to my dragon head's eyes? It just doesn't look right without them. Also, remove the two ramps behind the eyes. They're just scaffolding.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 04, 2009, 12:25:05 pm**

What about blood? is it okay if it's covered in blood? I'm thinking a great execution tower. And sure. Just show me in game pictures of his eyes so I can find them.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **abculatter_2** on **June 04, 2009, 12:41:12 pm**

Quote from: Demonic Spoon on June 04, 2009, 12:25:05 pm
What about blood? is it okay if it's covered in blood? I'm thinking a great execution tower. And sure. Just show me in game pictures of his eyes so I can find them.

They're the two white squares of aluminum with a smooth obsidian wall at the very top of the dragon head. Just keep going up until you see something like this:



This go up one more z-level and you should see something like this:



Just place two aluminum bar walls on the two empty squares, then remove the ramps.

Also, if you could make the executions on the teeth then you'd win +5 dwarfiness.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 04, 2009, 12:44:59 pm**

Oh dear, I do believe I may have a tantrum spiral on my hands :(. And to top it all off the goblins are sieging.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 04, 2009, 12:57:07 pm**

You may revert at your own discretion. You've been playing on borrowed time anyway.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 04, 2009, 01:01:00 pm**

...WTF IS UP WITH THESE BRIDGES!! (Have found the cause of the mysterious deaths that were the bonfire starters.)

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 04, 2009, 01:15:10 pm**

I think I know how this goes.

...
...
...

It's a trap!

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 04, 2009, 01:20:05 pm**

;) I'll stay with this save thanks Nahkh, I enjoy watching this place burn :D.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 04, 2009, 01:34:46 pm**

Just remember, if you leave the save unplayable the next player will use the old save. Oh and take pictures if the place actually burns.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 04, 2009, 01:46:16 pm**

I'm gonna savescum now, behold the carnage!:





And my project's were coming along so nicely too. :(

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 04, 2009, 01:59:48 pm**



Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Yaddy1** on **June 04, 2009, 06:18:48 pm**

Sorry I was away on a trip! I would definitely like a day. Not June 8-10 and preferably a Friday.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **eerr** on **June 04, 2009, 10:40:39 pm**

Wheres the save? this will put me behind.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 04, 2009, 10:42:52 pm**

??? ? It's still my turn.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **eerr** on **June 04, 2009, 10:48:32 pm**

the last sparkgear used exact 24 hr turns(switch at 5pm).
I'm open to working something out though.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 04, 2009, 10:58:25 pm**

I simply started early since Yaddy was late, my turn is still the 5th though.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **eerr** on **June 04, 2009, 11:05:33 pm**

Quote from: Demonic Spoon on June 04, 2009, 10:58:25 pm
I simple started early since Yaddy was late, my turn is still the 5th though.
Oh, now that I think it through,-take an extra day.

In other news: I promise death during my reign!

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 04, 2009, 11:46:59 pm**

Eerr: Yaddy1 didn't show up on time. And since Marko had some bugs left in his new trap system we decided to let him continue for a bit. Then he finished at about 16 GMT, and Demonic Spoon started early. Not that it matter, he promptly fucked everything up and had to savescum. But yeah, your turn is the 6th (as it reads on the first page).

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Yaddy1** on **June 05, 2009, 10:40:43 am**

so when can I have a turn?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 05, 2009, 10:50:11 am**

I already set you down for the 19th. A Friday, as you requested.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 05, 2009, 02:42:33 pm**

The mountainhomes, they have grown stale. Many have forgottenthat our civilization is named the Chambers of Blood for a reason! I shall go forth to a new outpost, still fresh and full of vitality, and from there I Demonic Spoon the Great shall set the world afire!
MUHAHAHAHAHA haha *cough cough* ahem.

Later...
I arrived to today at this place, this horrible place, it seems the infamous Mad Architect Nahkh has had a hand in ruling here, the entrance to the fortress proper is through a giant sqaure pyramid (called the spherical pyramid ironically enough)! Also, upon my arrivla at the entrance I saw great spike trpas with the bones of amny innocent traders on them. I nearly joined the corpses there. Not wishing for this to happen to any of my slave workers I disabled the traps.

Later...
As I walked through the fortress I realized we had a serious wood shortage, so I drew up plans for a vast underground forest. Also, seeing that the previous rulers have not utilized the spiders near the cave river for mass silk farming, I immediately set up plans for the great silk farm.

Later...
Seeing the many corpses of fellow dwarves lying around I made a grand crypt at the lowest point our miner's can dig to.

Later...
The great silk farm has been completed, and cloak production set to max, however I fear I shall not be able to complete the underground forest, the king went beserk the other day and nearly killed me, I'm making a few last orders from bed until the next ruler can arrive.

(OOC: ~~Save still busy uploading~~ and abculatter_2 , I can't seem to build those aluminuim bar walls, sorry.)

Save: <http://dffd.wimbli.com/file.php?id=1075>

What I have done:

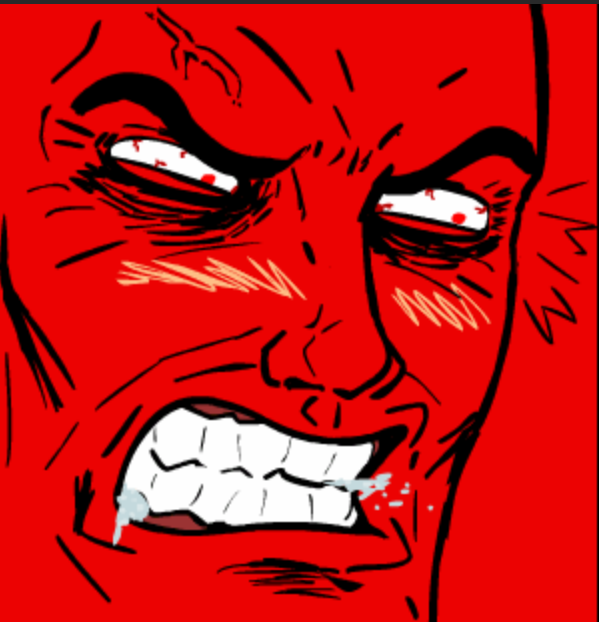
- Set up larger crypt
- Great silk farm
- Set up the foundations of a grand underground river and forest
- Started the great execution tower
- Made a proper garbage dump

To do list:

- Organize the workshops and farms better
- Complete cave river and underground forest
- Complete execution tower
- Make more housing
- Set up a proper military.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 05, 2009, 04:21:21 pm**

Mad? You would call me mad? ME? MAD?



I've killed traders for less.
I'm not the founder of Crazedpants for nothing you know.

Also, WHAT IS THAT FAGGOTRY? TURN ON THE TRAPS YOU TREEHUGGER.

EDIT:
looking at the dffd entry title I see. A month-old save? Or did you perhaps mean 5th of July?

EDIT EDIT:
Eerr, could you name Azinfikod the fisherdwarf after ArkDelgato? It's the only dwarf Nahkh has a grudge with.

EDIT3:
Map: <http://mkv25.net/dfma/map-5983--sparkgear2> (<http://mkv25.net/dfma/map-5983--sparkgear2>)
Go add some POIs people.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **abculatter_2** on **June 05, 2009, 04:44:42 pm**

Quote from: Demonic Spoon on June 05, 2009, 02:42:33 pm
(OOC: ~~Save still busy uploading~~ and abculatter_2 , I can't seem to build those aluminuim bar walls, sorry.)

Awwwww...

Well, I suppose they could be made of silver...

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **eerr** on **June 05, 2009, 10:05:27 pm**

I've renamed the fisherdwarf to arkbob,

on a very deadly note: the lack of human powered spike-trap cost us several dwarves. Armies of wrestlers and bowmen swarmed the front entrance at maximum speed. The goblins barely hesitated, laughing at our cage traps even as their bretheren fell prey. They made it all the way to the stone trap coridor, where hundreds of dwarves swarmed, trying desperately to reach the outdoor tasks in, knowing full well the dim blocked sun as soon as they set foot into the pyramid temple. only then did the citizens runaway, allowing the goblin siege to splat itself upon the rock traps. Sadly, three dwarves died that day, starting a new (possible) tantrum spiral.

Times are so bad, 'barack obama' solonzir was elected(mayor died?)!
My lack of knowledge of the levers killed off several more dwarves, as many were trapped outside.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **abculatter_2** on **June 05, 2009, 10:44:08 pm**

Quote from: eerr on June 05, 2009, 10:05:27 pm
Times are so bad, 'barack obama' solonzir was elected(mayor died?)!

WHAT. Somebody better not have changed Brak Obama's name!

Quote from: eerr on June 05, 2009, 10:05:27 pm
My lack of knowledge of the levers killed off several more dwarves, as many were trapped outside.

Press N. I labeled all my levers, don't know about anyone else.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **eerr** on **June 05, 2009, 11:12:40 pm**

somewhere out there is a game where you talk to an npc, and everytime he says "times are tough". I'm sure I could ask any dwarf in the fortress, if they weren't all Insane, berserk, or suicidally depressed.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **eerr** on **June 05, 2009, 11:43:00 pm**

can I get a: savescum approved?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 06, 2009, 12:11:36 am**

Quote from: nahkh on June 05, 2009, 04:21:21 pm
looking at the dffd entry title I see. A month-old save? Or did you perhaps mean 5th of July?

Oops yeah, I meant July yes. And levers? What levers? ???

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **eerr** on **June 06, 2009, 12:19:36 am**

Quote from: Demonic Spoon on June 06, 2009, 12:11:36 am

Quote from: nahkh on June 05, 2009, 04:21:21 pm

looking at the dffd entry title I see. A month-old save? Or did you perhaps mean 5th of July?

Oops yeah, I meant July yes. And levers? What levers? ???

6 levers that control bridges.
still not sure on most of them, even with the notes.
the levers have far too many connections to use easily, and some appear linked haphazardly

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 06, 2009, 12:24:45 am**

Added some PoI to the map:
http://mkv25.net/dfma/map-5983--sparkgear2

Also Nahkh, it was like that when I got it.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **abculatter_2** on **June 06, 2009, 12:40:46 am**

Quote from: eerr on June 06, 2009, 12:19:36 am

6 levers that control bridges.
still not sure on most of them, even with the notes.
the levers have far too many connections to use easily, and some appear linked haphazardly

The notes I made have matching symbols with the bridge they activate. I made a central lever linked to everything that was meant to be a fortress-sealer in emergencies (however, because you reduced the number of entrances to one, such a lever is now redundant). I then made a separate lever for each individual bridge, in case you only wanted one to go down/up. Although, I have no doubt they've been tampered with since my turn, and I don't know if they've updated/changed the notes accordingly.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **eerr** on **June 06, 2009, 04:25:46 am**

Quote from: abculatter_2 on June 06, 2009, 12:40:46 am

The notes I made have matching symbols with the bridge they activate. I made a central lever linked to everything that was meant to be a fortress-sealer in emergencies (however, because you reduced the number of entrances to one, such a lever is now redundant). I then made a separate lever for each individual bridge, in case you only wanted one to go down/up. Although, I have no doubt they've been tampered with since my turn, and I don't know if they've updated/changed the notes accordingly.

Ty

I officially savescummed (rather than wait for the tantrum spiral end, I uncorked the demon pits to mess around.)

now that I've started my turn anew, my plan is to release every single goblin captive upon the demons.

hopefully we'll kill em good.

support Brak!
Brak obama was elected again.

The fire demon vs goblin war failed, they killed one spirit of fire before they all died of burning(never left the pen)...

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 06, 2009, 04:45:25 am**

Yeah you never have to wait for me to say anything. I only keep tabs on whose turn it is.

Once you upload the save, it's canon (unless you deliberately leave it unplayable, or the save is corrupt). The next player can savescum as much as he likes, he's only wasting his own time. Once he uploads, the new save is canon and so forth. At the start of every new turn, the current player starts with the most recent canon save and does whatever he wants with it. Even if it's something silly like make a million cloaks.

I prefer having to do no micromanagement at all. I'm lazy that way.
As said, my only meaningful function is to keep the player list up to date, and play the occasional turn. You can safely ignore all my ranting and raving, it's totally nonbinding. The savescum approved thing was just my way of saying that "Ok, since you suck so much, I guess savescumming would be justified."
For all I care, you could savescum for no reason at all.

Also, demons vs goblins? Good times.

EDIT: Demonic Spoon: Yeah right.

EDIT EDIT: And if you think you need to SS, go for it. If you want the approval, post pictures documenting your demise.

3*EDIT: I updated your POIs for you.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 06, 2009, 04:55:17 am**

Quote from: nahkh on June 06, 2009, 04:45:25 am

Even if it's something silly,awesome like make a million cloaks.

Fixed ;D

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 06, 2009, 02:34:55 pm**

Just bumping the thread.

While I'm at it, I'd like to share some very special pain with you.
http://www.thatguywiththeglasses.com/videolinks/bt/the-sage/fanfic-theatre/5802-episode-4-root-her
(http://www.thatguywiththeglasses.com/videolinks/bt/the-sage/fanfic-theatre/5802-episode-4-root-her)

Oh, and that link is probably not for children. Or those faint of heart. Or anyone else really.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 06, 2009, 03:29:23 pm**

...the goggles! They do nothing! :-X

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **abculatter_2** on **June 06, 2009, 03:54:47 pm**

Before I have my eyes raped, would someone mind telling me where that link leads to?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 06, 2009, 04:04:07 pm**

[Spoiler](#) (click to show/hide)
Dinosaurs, rape .

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **abculatter_2** on **June 06, 2009, 04:20:42 pm**

[Quote from: Demonic Spoon on June 06, 2009, 04:04:07 pm](#)
[Spoiler](#) (click to show/hide)
Dinosaurs, rape .

Oh god...

Some things should not be.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **eerr** on **June 06, 2009, 04:54:59 pm**

Ahh, save up!
<http://dff.d.wimbli.com/file.php?id=1079>

Be very carful, It only took like 5-6 dwarves dying to set the whole place off.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 06, 2009, 05:09:31 pm**

Glad you enjoyed my own personal little hell.

But anyway, sounds like the fort needs more mist generators.

EDIT: XD I don't think you were supposed to build actual bars up there :D

I think he meant that you should make walls of aluminium bars :D

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **abculatter_2** on **June 06, 2009, 06:57:36 pm**

[Quote from: nahkh on June 06, 2009, 05:09:31 pm](#)
I think he meant that you should make walls of aluminium bars :D

Yeah. I meant walls of aluminum, not bars of aluminum.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Cruxador** on **June 06, 2009, 08:53:00 pm**

FLY WITH IT!

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **ArkDelgato** on **June 06, 2009, 09:26:47 pm**

Oi, since this is only the save, is there any mods I should be aware of?

or should I just
[Quote from: Cruxador on June 06, 2009, 08:53:00 pm](#)
FLY WITH IT!

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Marko** on **June 06, 2009, 09:57:29 pm**

I didn't use any mods. And tbh if anybody is aiming to improve fort moral (what's the fun in that!?!?) I think they'd be better served with getting a really good brewer making a wider variety of alcohol, and a good chef producing some tasty treats instead of eating nothing but plump helmets... just a suggestion.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **ArkDelgato** on **June 06, 2009, 10:03:07 pm**

Good morale takes the fun away.

Hairline trigger morale is MUCH more "fun".

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 07, 2009, 01:21:12 am**

The giant 'worm' thing was planned to be a future cave river. Also, where is the death we were promised?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 07, 2009, 02:48:33 am**

Quote from: ArkDelgato on June 06, 2009, 10:03:07 pm
Hairline trigger morale is MUCH more "fun".

"Fun" as in "losing is fun"?

EDIT: Also, it's unmodded as far as I know.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 07, 2009, 04:21:25 am**

Oh yeah Nahkh I forgot, sign me up for the 13th please.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 07, 2009, 08:17:31 am**

Sure.

What the hell is ArkDelgato up to....

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 07, 2009, 08:59:46 am**

Most probably fucking up your pyramid ;P

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **ArkDelgato** on **June 07, 2009, 10:57:54 am**

IF I COULD UNDERSTAND THE FORTRESS LAYOUT I MIGHT HAVE EFFED WITH THE PYRIMID.

BUT SWEET ARMOK ALL THE EXPERIMENTAL MINING TUNNELS ARE CONFUSING.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 07, 2009, 11:22:49 am**

You mean the exploration mining tunnels right? Because I have no idea what 'experimental' tunnels you're talking about.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 07, 2009, 11:25:41 am**



Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 07, 2009, 11:33:01 am**



Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **ArkDelgato** on **June 07, 2009, 12:10:07 pm**

Oi, is the worm thing just supposed to be filled up with water.

'cause I'm about to do that.
Does it need pumps and the like on in?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **abculatter_2** on **June 07, 2009, 12:11:03 pm**



Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 07, 2009, 12:23:05 pm**

Go ahead with that if you want to, I can just turn it off later when it's my turn again. It's more like it's supposed to drop a further z-level into a pool and then fill after which it drains off into some fortifications at the side of the map. No pumps neccesary. And I prefer never to use anything that requires generated power, or pumps.

And I was hoping to achieve something like this:

<http://mkv25.net/dfma/map-4896-walledwar>

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **ArkDelgato** on **June 07, 2009, 12:31:15 pm**

I cant understand how to do that, so I'll be skipping that project ;)

Spoiler (click to show/hide)
did we find all the demons.

Or will my trap fail hard and fast.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 07, 2009, 12:33:31 pm**

We have found the demon pit yes, left bottomish.



Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **ArkDelgato** on **June 07, 2009, 12:34:42 pm**

But did all the demon unstealth, because I'm building a cave-dust cage trap and don't want an unfortunate surprise.

I only see two demons right now.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 07, 2009, 12:35:53 pm**

I don't know, sorry, they were sealed by the previous ruler when my turn started and I kept them that way.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **ArkDelgato** on **June 07, 2009, 12:37:24 pm**

Well, worse comes to worse we lose a peasent and the entire army.

WISH ME LUCK!

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 07, 2009, 12:43:15 pm**

We have a army now?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **ArkDelgato** on **June 07, 2009, 12:45:12 pm**

6 legendary wrestlers that dabble at swords, yes.

PS. RIPPED A SOF TO SHREDS WITH A BRUISE ON THE LOWER ARM ONLY.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 07, 2009, 12:48:59 pm**

Btw, does has anyone so far found my grand cloth industry useful, even if only for trade goods...anyone?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **ArkDelgato** on **June 07, 2009, 12:58:44 pm**

Actually, the cloth industry wasn't cleaning the webs out of the basement fast enough, so I had to expand it of all things!

EDIT: OH HELL, JUST AS I TYPED THIS A CLOTHIER GOT A MOOD.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 07, 2009, 01:03:25 pm**

Woot! Success! But, usefulness?

Reply to previous edit:

Dwarvish Gibberish "Painful Crotch Gear"

This is a cave spider silk thong. All craftdwarfship is of the highest qaulity. This object menaces with spikes of cave spider silk and granite. On the thong is a image of a dwarf of a dwarf wearing Dwarvish Gibberish in cave spider silk. The dwarf is screaming.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **ArkDelgato** on **June 07, 2009, 01:05:12 pm**

Haven't got a caravan yet. :P

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 07, 2009, 01:08:30 pm**

I'm really hoping we manage get(aka seize) some sun berries from the elves before someone decides to do the dwarvish thing.

P.S. See my edit reply to you're edit.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **ArkDelgato** on **June 07, 2009, 01:14:32 pm**

So I assume the spikes were on the inside?

And I think I understand the worm river now, does it call for smoothing the last tile on the map, then making it a fortification?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 07, 2009, 01:19:10 pm**

Yes (to both), (to second) but hopefully later after you've let it waterfall down a few z-levels.

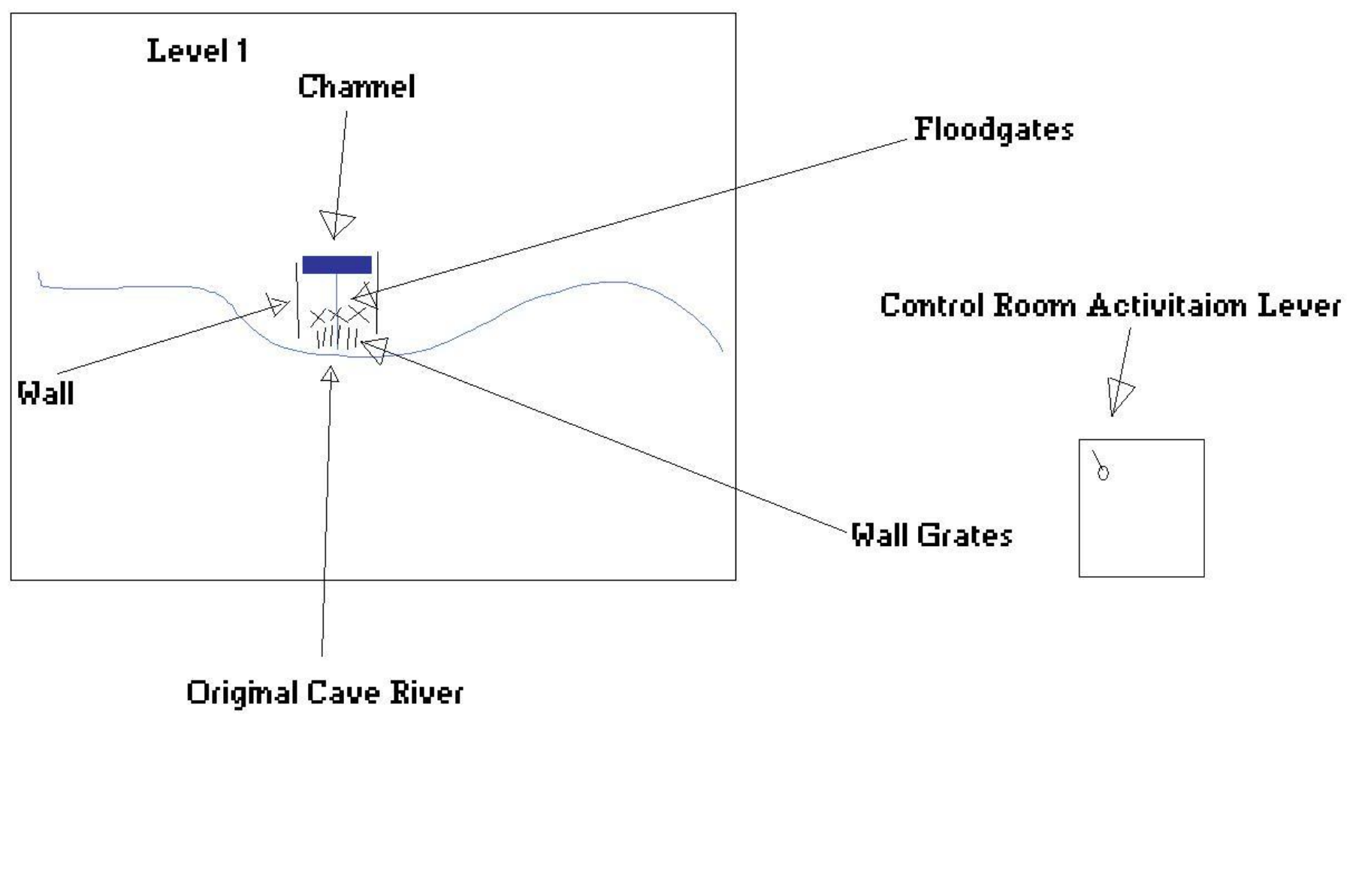
Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **ArkDelgato** on **June 07, 2009, 01:30:39 pm**

So dig the worm shape deeper?
The miners need some work.

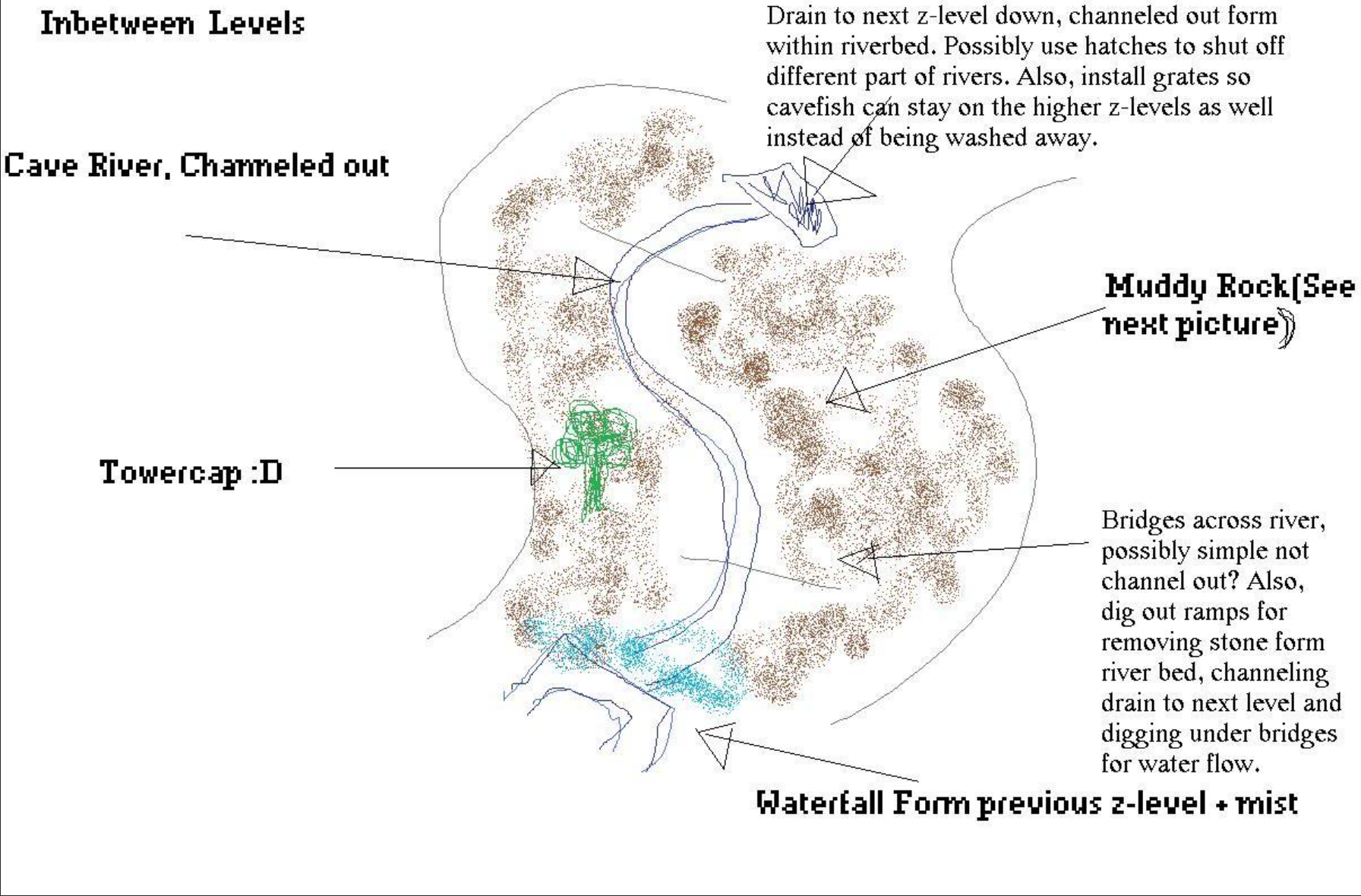
Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 07, 2009, 01:33:21 pm**

I'm busy with educational pictures, back in a sec.

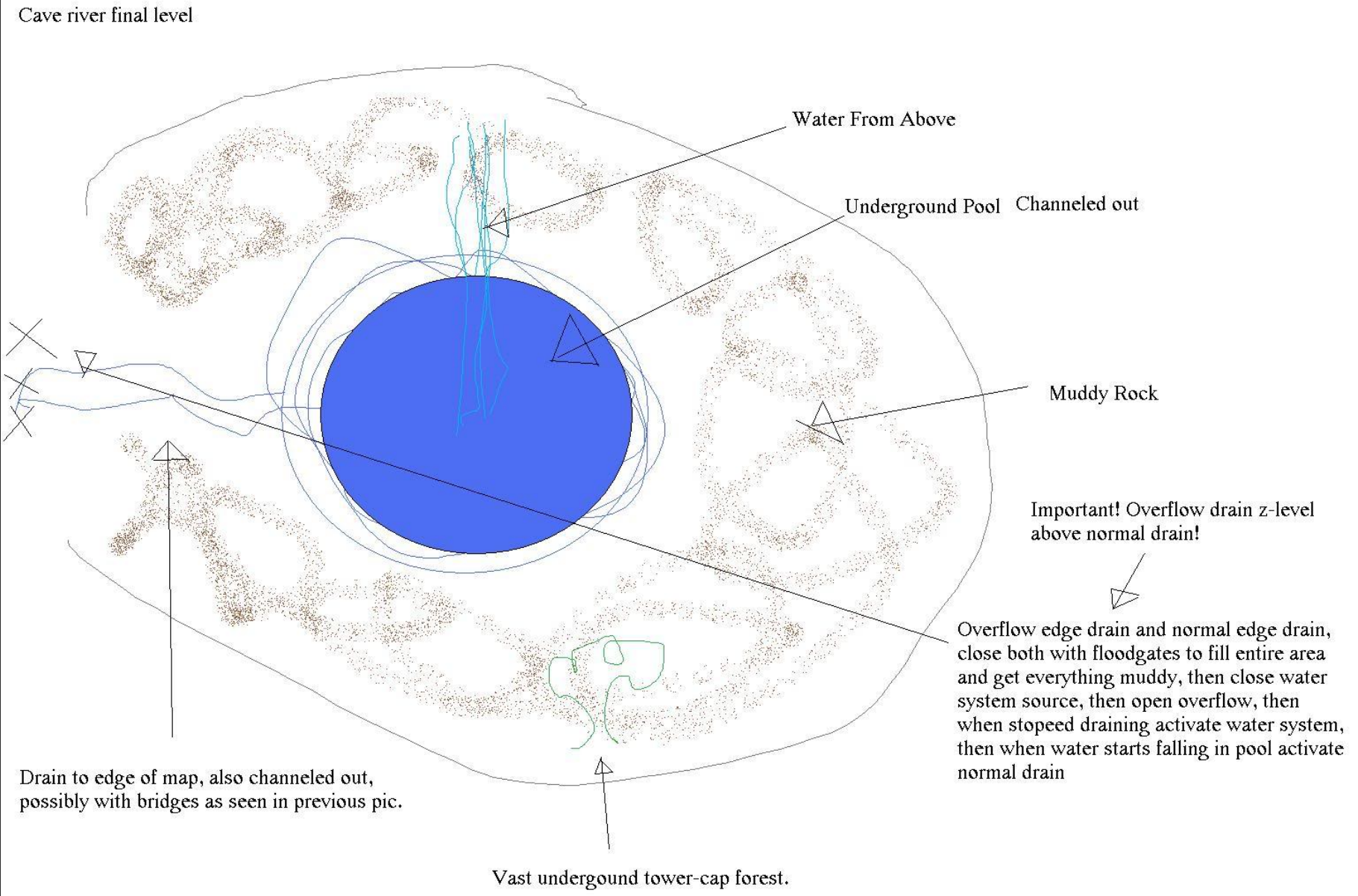
Cave River Beggining
[Spoiler](#) (click to show/hide)



Cave River Intermediate
[Spoiler](#) (click to show/hide)



Cave River End
Spoiler (click to show/hide)



There ya go

...Here you can see in in all it's glory my constant misspelling of from as form.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **ArkDelgato** on **June 07, 2009, 02:08:22 pm**

That make moderate sense :D

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 07, 2009, 02:09:49 pm**

What! It makes sense?! NOOOO!! >:(Note at the first part of the already dug out sector of the river, you need only channel out the river, I was thinking 3 tiles wide.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 07, 2009, 04:55:02 pm**

Hm.

WHERE IS THE SAVE?

AN HOUR LATE?

OFF WITH HIS HEAD

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Marko** on **June 07, 2009, 06:48:55 pm**

Quote from: nahkh on June 07, 2009, 04:55:02 pm

Hm.

WHERE IS THE SAVE?

AN HOUR LATE?

OFF WITH HIS HEAD

that is totally getting sigged!

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **ArkDelgato** on **June 07, 2009, 08:53:25 pm**

Oh hell I gmt'd in the wrong direction.

Spoiler (click to show/hide)
Diary of Ark, metal smith

Life here at sparkgear has died down to the normal dwarven drivel (make cups sell cups repeat) so I have decided to come to ...sparkgear 2, where one time acquaintance and armok-damned crazy artist Nahkh (the founder of the old sparkgear) had started another fort.

What really drove me to come here was the king (who, I was a personal friend of) coming here.

And dying. Shame that seems to happen at every fort this guy makes.

Date 13 Timber

I had to jot something down as I approached the fort gates.

Why by armok, is there randomly aligned spears in the floor.

At some point I bet they were moving, but currently, they are stopped.

-minutes later-

Oh Armok the layout of this place is hell-to-betsy.

I couldn't fix this with a four yard beard and a set of arrows.

This fortress is just PACKED.
I also hear the groan of fiery balrogs lurking in the deep.
Which is off setting, to be sure.

Timber 18th

I have started construction on a personal manor.
On a less personal note, the barracks are comically small.
The layout of that corner of the fort is my absolute favorite.

Timber 23rd

I am devising a way to get those gosh-darn balrogs out of our fancy metals.

Moonstone 20th

No news from the mountain.
Everything going smooth.

25th moonstone

Oh, exciting!
My manor is flying along, and a muskox or something bumped into a kobold!
I sent the legendary wrestling force to gouge out his eyes, when they found another 2 thieves!
One's arm was lopped off before being put into a cage trap!

10th Opal

Monom, one of the champions was found with a sword 2 feet deep in his chest.
Was sword training a BAD idea for the champions?

23ed Opal

Soon I will fire the balrog capture-or-at-least-f-up machine.
Champions on standby, except for the one guy who just had to rip a muskox to shreds with his teeth.

27 Opal

Champions were fed a balrog in training for storming the caves.
RIPPED IT TO SHREDS.
NIGH UNDAMAGED.
THESE GUYS RULE.

12 Obsidian

While I was Idly talking with the overlord about clothing, A clothier ran off to make something. Grabbed some spider silk and leopard leather.

It's going to be a really nice sock, I bet you.

22 Obsidian

The clothier has started work on his artifact.
He got some cloth, wood, leather, and of all things, rose gold.

24th Obsidian

Started a flanking procedure on the remaining balrog.
The Clothier made a spider silk mask.
A MASK?
GOBLIN LOVING SON OF A...

25th Obsidian

Oh armok, the balrog was backed up by many other horrors.
The remaining champions are hiding in an offshoot tunnel, trying to get over the whole burning thing.

9th Granite

The death of our champions has started a small rebellion in their friends and family.
I have taken it upon myself to quell this rebellion starting with a cook who punched someone.
I BROKE HIS FACE IN WITH MY FIST.
TAKE THAT AS AN EXAMPLE.

16th Granite

Elven caravan arrived.
I bought every last piece of wood, just to make them bring us some of those REALLY good booze-making fruit things.
In funnier news, Zulgar went insane.
Heheheh...

22nd Granite

As the fortress river bed progresses, I have been caught up in a romance with Nil, one of the workers.

28 Granite

Wise Inod Idokalath has arrived!

Now

OH HELL I DON'T KNOW HOW TO TIME THESE PLEASE DON'T BEAT ME

save

<http://dffd.wimbli.com/file.php?id=1085>

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **eerr** on **June 07, 2009, 10:27:31 pm**

Quote from: Demonic Spoon on June 07, 2009, 01:21:12 am
The giant 'worm' thing was planned to be a future cave river. Also, where is the death we were promised?

All of the goblins except one died to a single spirit of fire.
I would post it, but it's hardly worthwhile, you can't see anything for all the smoke. ALL of the siegers we caught.

I only killed 1 spirit of fire, but the goblin room can't have many more than one.

also, there was a second unfinished cave-in (the goblin room is sealed, I was about to do part of the path from the demon-lair.)

Is the mandrill powered spike trap back online?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **ArkDelgato** on **June 07, 2009, 10:52:08 pm**

There was no seige or anything, but the switch for the spike trap is set up (gnomes can flip pressure plates right?)

The goblin room only had one.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 07, 2009, 11:39:49 pm**

Quote from: eerr on June 07, 2009, 10:27:31 pm
All of the goblins except one died to a single spirit of fire.
I would post it, but it's hardly worthwhile, you can't see anything for all the smoke. ALL of the siegers we caught.

I only killed 1 spirit of fire, but the goblin room can't have many more than one.

also, there was a second unfinished cave-in (the goblin room is sealed, I was about to do part of the path from the demon-lair.)

Oh, I thought you meant DWARVEN deaths.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **eerr** on **June 07, 2009, 11:44:30 pm**

Quote from: Demonic Spoon on June 07, 2009, 11:39:49 pm
Quote from: eerr on June 07, 2009, 10:27:31 pm
All of the goblins except one died to a single spirit of fire.
I would post it, but it's hardly worthwhile, you can't see anything for all the smoke. ALL of the siegers we caught.

I only killed 1 spirit of fire, but the goblin room can't have many more than one.

also, there was a second unfinished cave-in (the goblin room is sealed, I was about to do part of the path from the demon-lair.)

Oh, I thought you meant DWARVEN deaths.

I setup the mandril cage in the barracks, but a gnome should work fine.

Currently I think theres one issue with the exit to work out right now
With dwarves indoors during a siege, all the of the normal citizens will try to path outside while standing on the stone traps.

I think we need some sort of inner barrier just in front of them. Just for emergencies.

edit1: I also fully believe some fake exits are in order.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Fault** on **June 08, 2009, 12:20:22 am**

I have a question... how do I download the file so it's usable by my save folder? My save folder is using .DAT files, and whenever I've downloaded saves before, they ends up as .RAR files, which I'm a bit unsure of. will they work just like .DAT files, or do I have to convert them or something?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **crash2455** on **June 08, 2009, 03:36:05 am**

You just have to unzip it using winRAR or 7zip, at which point it will turn into a folder that you can place in your data/save directory.

Fake Edit: I totally added the missing years to the SparkGear map archive: <http://www.mkv25.net/dfma/map-6003--sparkgear2>
Go and add POI's now before I start adding ones for everything that kinda looks like a penis.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 08, 2009, 04:09:12 am**

Added some PoI:

<http://www.mkv25.net/dfma/map-6003--sparkgear2>

<http://www.mkv25.net/dfma/map-6002--sparkgear2>

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Fault** on **June 08, 2009, 02:31:41 pm**

k thanks, i'll download winRAR

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Fault** on **June 08, 2009, 02:52:28 pm**

I don't get it.. I used 7-sip to compress the RAR file or wahtever, then I put the resulting folder in the DF/data/save folder, but the game won't read it. What am I doing wrong?!?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 08, 2009, 02:57:38 pm**

Make sure you don't have nested folders.
it should be ./data/save/SparkGear2/files, not ./data/save/SparkGear2/SparkGear2/files

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nil** on **June 08, 2009, 04:03:27 pm**

so is it me now?

not sure exactly how these dates line up

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 08, 2009, 04:26:58 pm**

Yeah it's yours. And since Cruxador apparently is absent, use ArkDelgatos save.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nil** on **June 08, 2009, 04:52:37 pm**

sweet. already started. damn near lost the fort when a legendary marksgoblin and his friends tried to take the back way through ark's palace, but sealed it up in time

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **ArkDelgato** on **June 08, 2009, 05:42:20 pm**

I never did lock the door...

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nil** on **June 08, 2009, 08:02:13 pm**

Quote from: ArkDelgato on June 08, 2009, 05:42:20 pm
I never did lock the door...
yeah plus those wooden fortifications weren't finished yet

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Fault** on **June 08, 2009, 09:48:15 pm**

Quote from: nahkh on June 08, 2009, 02:57:38 pm
Make sure you don't have nested folders.
it should be ./data/save/SparkGear2/files, not ./data/save/SparkGear2/SparkGear2/files

yeah, that's the format I have it in. The folder has art images and lots of features.

maybe I should try downloading it again... but I can't continue playing or start playing it either

EDIT: I dunno what I did but IT WORKS NOW so I'm good

Title: Re: SparkGear 2 - Balls of Steel (*inquire within*)
Post by: nahkh on June 09, 2009, 08:45:12 am

Did you have DF on when you extracted? It only checks for saved games on startup.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nil** on **June 09, 2009, 11:40:22 am**

save up: <http://dff.d.wimbli.com/file.php?id=1092>

it's a .zip. if that's a problem I should have just enough time to fix it when I get home from work; don't know why it would be tho. that's also when I'll add POIs to the map (<http://www.mkv25.net/dfma/map-6011--sparkgear2>) and do a write-up. short version--I built a luxurious residential sector, an outdoor party-tower, started training a squad of military dwarves led by my dude, and made some digs for Barry. got a raw adamantite statue artifact too.

Title: Re: SparkGear 2 - Balls of Steel (*inquire within*)
Post by: Brendan on June 09, 2009, 11:58:30 am

Is that your turn over, then? I'll take up the baton in a couple hours if so.

Title: Re: SparkGear 2 - Balls of Steel (*inquire within*)
Post by: nahkh on June 09, 2009, 12:38:56 pm

Dibs on the statue.

EDIT: Wow, nice job there.

EDIT EDIT: Oh, and I see they've desecrated the cave river. To that I say:

NOW HOW DO YOU LIKE IT, BITCHES?
BW_{HA}HA_{HA}HA_{HA}HA!!!!

Title: Re: SparkGear 2 - Balls of Steel (*inquire within*)
Post by: crash2455 on June 09, 2009, 01:40:45 pm

Sadness. The file directory is down temporarily. I suppose that as long as it's up in the next few hours, it'll be fine.

Title: Re: SparkGear 2 - Balls of Steel (*inquire within*)
Post by: nil on June 09, 2009, 04:08:42 pm

File depot is working for me, altho it is slow.

Title: Re: SparkGear 2 - Balls of Steel (*inquire within*)
Post by: ArkDelgato on June 09, 2009, 06:33:22 pm

Quote from: nahkh on June 09, 2009, 12:38:56 pm

Dibs on the statue.

EDIT: Wow, nice job there.

EDIT EDIT: Oh, and I see they've desecrated the cave river. To that I say:

NOW HOW DO YOU LIKE IT, BITCHES?
BW_{HA}HA_{HA}HA_{HA}HA!!!!

Check the POI's on the map.
And prepare to be angered.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nil** on **June 09, 2009, 10:53:16 pm**

Chapter 9: The Reign of Nil (<http://www.mkv25.net/dfma/map-6011--sparkgear2>)
A time of rebuilding

After Ark Bookfatal's costly and ultimately indecisive war against the horrors in the deep, the dwarves of Sparkgear hungered for change. They would find it in Nil the Deathbringer. Nil's reign was characterized by the construction of large public works and an improving public mood, but was dogged by questions regarding his personal command over a military unit. Others accused Nil's tenure of being "boring," claiming that "nothing happened."^[1]

A new morning for Sparkgear

When Nil took over, the population of Sparkgears was on the edge of falling into complete chaos. 55 percent of dwarves polled said Sparkgears was "on the wrong track," and 64 percent had "fair" or "poor" expectations for the future. Flashing red arrows were endemic. [2,3] By the time Nil's reign ended, however, the average dwarf was writhing in ecstasy.[4]

Most scholars point to three causes for this turnaround. First, Nil nationalized the fountain dining hall, which had previously included private sections for more privileged members of society. Undivided, the hall became the stuff of legends. Second, Nil commissioned a tower to showcase Sparkgear's adamantine wealth. This improved morale not just because it reminded them why they had fought the demons in the first place or because it would provoke envy in all those who heard of it, but also because it was a great place to throw a party.[5] Finally, time and the ongoing pleasures of Sparkgear--the fountain, the decent food, the conversation--simply allowed the fortress to put their friends' deaths behind them.

The goblin war escalates

Under Nil Sparkgear was attacked twice by the goblin horde Usbu Ezru. The first came occurred the morning of Hematite 13th, 306. One

of the three squads rushed the mair gate, but the other two made for Ark's personal above ground palace. It was not yet completely finished, and no secondary defenses existed. Only a last moment effort by the masons prevented the goblins from pillaging the silk fields. The defenders were led by Nahkh, who personally tore down two staircases, the last just moments before the lead attacker, Snodub Wraithcities, got into firing range. Blocked, the goblins withdrew.

When they returned on Limestone 11th, they had no choice but to charge the main entrance. Wraithcities was among those captured alive. He was Ushu Ezru's last local leader.[6]

Nil creates the Deathbringers

In the aftermath of the first attack, Nil argued that the military was now far too weak and would not be able to defend Sparkgear from unexpected threats--and indeed, "simulations" showed that the hammer and marksgoblins would have **tore up** the lightly armored force of mostly wrestlers that existed at the time.[7]

Nil began training a group of seven other dwarves. Known as the Deathbringers, they were under Nil's personal command. Some objected to giving a leader direct control over a military force, and others objected to his pretentious sleeping accomendations, which were made from an abandoned mining vein.[8] They were drowned out by the need for security. Nil also used his newly expanded powers to commission a new residential district, just off the western shore of the magma pool.

Life goes on

On Sandstone the 22nd, Zan the mason went into a fey mood and created a raw adamantine statue. [9] The statue went on to serve as the centerpiece for the main tower chamber.

Industry consisted mostly of furniture production, recycling goblin gear, forging training weapons, and crafting bone bolts and totems. There was no trade with the outside world, and the spike trap at the entrance could not be reactivated. Phantom spider webs were observed outside to the north.[10,11]

Zan Anamtirist died in a training accident on Galena 26th, 306. Her baby was Sparkgear's first street urchin, somehow surviving while crawling around aimlessly.[12]

The end of Nil's reign

Shortly after the Deathbringers began weapons training, Nil stopped issuing orders. When approached by his constituents, Nil was dismissive, and was known to have told citizens to "bugger" themselves on several occations.[13] In his one public statement after the dedication of his last project, he noted that he had "the nicest bedroom in the fortress and enough muscle to keep it" and told the dwarves of Sparkgear that they could now "solve your own damn problems because I got all I need out of you." [14] His term is not remembered fondly.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nil** on **June 10, 2009, 12:02:41 am**

my one regret is that I didn't extend the cave river--I say we make it longer before turning it on.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Demonic Spoon** on **June 10, 2009, 04:04:25 am**

That was my plan, waity for my turn and I will realize the cave river to it's fullest extent!

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Brendan** on **June 10, 2009, 12:42:09 pm**

Meh, looks like my computer can't take the resource load, skip me.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 10, 2009, 01:17:24 pm**

Fault, feel free to start your turn early. Use nils save.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **Fault** on **June 10, 2009, 01:41:44 pm**

Well, I'll see what I can do today, but I don't really have a lot of free time till tomorrow

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*)**
Post by: **nahkh** on **June 10, 2009, 02:26:31 pm**

It's up to you how to spend your time. Just have the save for us at 22 GMT tomorrow.

EDIT:

Oh and ArkDelgato:



Although the damage is easy to fix.

EDIT EDIT:

Now someone just needs two add to steel spheres at the "pleasure tower"'s base.

DO IT.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (Probably NSFW, at least PG-16)**
Post by: **Fault** on **June 10, 2009, 05:26:00 pm**

finished by tommorrow? Wait, do I get 2 days or one day? ???

also, whats a good program to take screenshots? I'm tired of using "export local image" and then trying to find what I'm supposed to be looking at...

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (Probably NSFW, at least PG-**
Post by: **nil** on **June 10, 2009, 08:08:17 pm**

Quote from: Fault on June 10, 2009, 05:26:00 pm
also, whats a good program to take screenshots? I'm tired of using "export local image" and then trying to find what I'm supposed to be looking at...
print screen and paste in to paint for cropping? that's all I use

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (Probably NSFW, at least PG-16)**
Post by: **Heron TSG** on **June 10, 2009, 08:21:11 pm**

I'll take june 22nd.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (Probably NSFW, at least PG-16)**
Post by: **Fault** on **June 10, 2009, 08:23:00 pm**

.... would using print screen show the windows of text to the right of the screen, where you make designations and read unit descriptions and such? If so, what button does that?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (Probably NSFW, at least PG-16)**
Post by: **ArkDelgato** on **June 10, 2009, 08:52:59 pm**

Alt + printscreen (found to the right of F12)

No cropping needed.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (Probably NSFW, at least PG-16)**
Post by: **abculatter_2** on **June 10, 2009, 08:57:14 pm**

Quote from: Fault on June 10, 2009, 08:23:00 pm
.... would using print screen show the windows of text to the right of the screen, where you make designations and read unit descriptions and such? If so, what button does that?

1. Print Screen
2. Open the image editor of your choice (MSpaint, GIMP, Photoshop)
3. Press "new" (or, if you're using an image editor from this century that doesn't suck (GIMP, Photoshop) click create > from clipboard. If you do this, you can skip step 4.)
4. Press ctrl+v
5. select the area you want as your image
6. Crop
7. ???
8. PROFIT!

If you still don't understand, tell me what image editor(s) you have access to and I'll see if I can walk you through it.

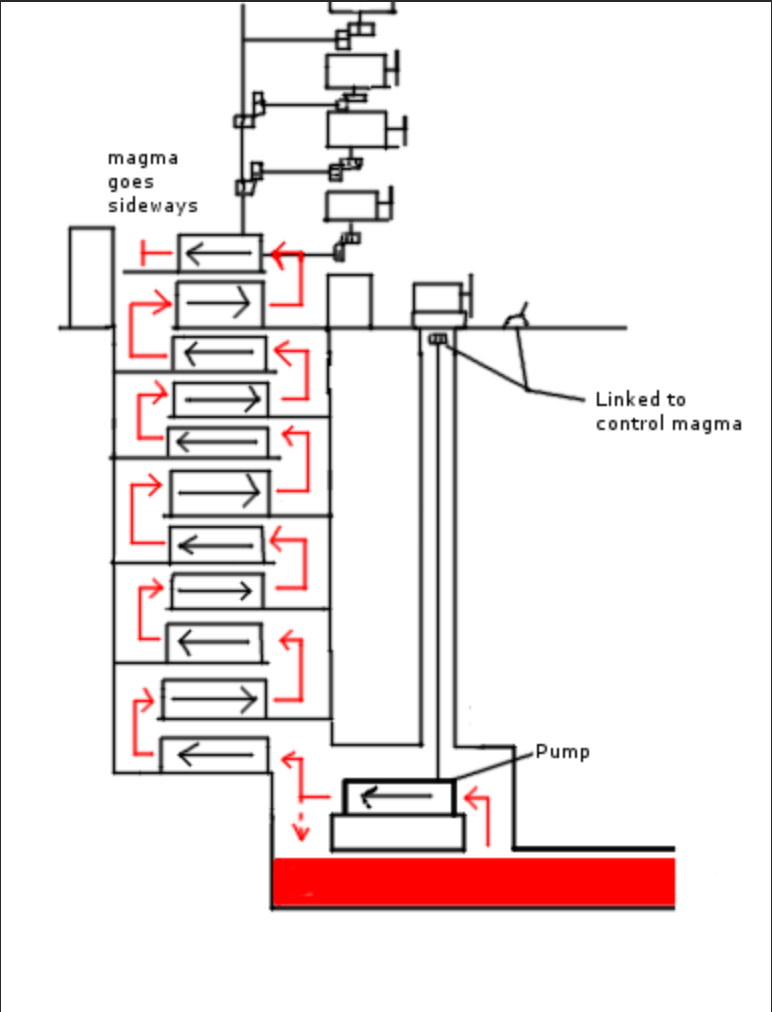
Quote from: ArkDelgato on June 10, 2009, 08:52:59 pm

Alt + printscreen (found to the right of F12)

No cropping needed.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (Probably NSFW, at least PG-16)**
Post by: **abculatter_2** on **June 10, 2009, 10:13:56 pm**

I want to get my dragon head spewing forth boiling magma on my turn soon, and I have an idea on how to do it without bauxite. Don't know if it'll work though.



The tower of pumps is always running, preventing lava from stopping and burning up the pumps. The lone pump is hooked up to a separate power supply which is controlled by a lever linked to a gear assembly. Once the magma gets to the top, it goes sideways (I'm unsure about this part, I'm afraid it'll go back and burn up the top pump, causing a chain reaction of burning pumps) into a store of lava just behind the dragon head. This store is kept back by a metal door which can be opened at a moment's notice to let out a burning cascade of lava on whatever's near the entrance. The lava will then be drained back into the magma pool.

Alternatively, I can spend my turn having no idea what the hell I'm supposed to do as I have never played a fort for more then 2 years and have never had such a large population.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (Probably NSFW, at least PG-16)**
Post by: **nahkh** on **June 10, 2009, 11:32:21 pm**

Fault: You get the couple of hours extra that Brendan abandoned. At the time of writing it was "22GMT tomorrow."
Also, what ArkDelgato said.

Abculatter_2: Needlessly complicated. Metal/stone pumps and the usual pump system will work just fine (you can steal my blueprints from here (<http://www.bay12games.com/forum/index.php?topic=33837.0>))

Barbarossa the Seal God:
Okey-dokey.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (Probably NSFW, at least PG-16)**
Post by: **Fault** on **June 10, 2009, 11:34:52 pm**

soooo.. that's like 3:00 pm canada time?

doesn't seem like a lot of extra hours, I thought I get the day, not just the mornin
Oh well I'll make the most of it

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (Probably NSFW, at least PG-16)**
Post by: **abculatter_2** on **June 10, 2009, 11:43:42 pm**

Quote from: nahkh on June 10, 2009, 11:32:21 pm

Abculatter_2: Needlessly complicated. Metal/stone pumps and the usual pump system will work just fine (you can steal my blueprints from here (<http://www.bay12games.com/forum/index.php?topic=33837.0>))

I thought pumps could only be built out of stone, glass, or wood...

I now stand corrected.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (Probably NSFW, at least PG-16)**
Post by: **nahkh** on **June 10, 2009, 11:49:45 pm**

Fault: You've got ~26 hours starting from about when I told you it's your turn.
Dunno about Canada time. That's like asking what time is it on the moon.

abculatter_2: forge some metal pipes sections and giant screws. I think any metal will do. Also, it doesn't matter how fast or slow your pumping it, using wood in magma pumps is Bad Business.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (Probably NSFW, at least PG-**
Post by: **abculatter_2** on **June 11, 2009, 12:02:11 am**

Quote from: nahkh on June 10, 2009, 11:49:45 pm
abculatter_2: forge some metal pipes sections and giant screws. I think any metal will do. Also, it doesn't matter how fast or slow your pumping it, using wood in magma pumps is Bad Business.

But what about the blocks? Also, although the magma cannon is cool, I think it's simply too powerful for this. It would flood the entire valley with the burning blood of Armok. Which actually sounds pretty fun... Plus, we only have limited magma, and would the magma cannon work in a magma pool?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (Probably NSFW, at least PG-16)**
Post by: **Skid** on **June 11, 2009, 12:05:56 am**

You can build all wooden pump systems and leave lava to sit in them without anything burning down.

EDIT: And is the maturity warning really needed for a story about a game where babies and kittens are first on the menu for the goriest deaths ever seen in ASCII?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (Probably NSFW, at least PG-16)**
Post by: **Demonic Spoon** on **June 11, 2009, 12:26:06 am**

You can make blocks out of metal bars at the forge, also, wooden pump systems sometimes wear out when used with magma since magma raises the temperature above what the wood can sustain.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (Probably NSFW, at least PG-16)**
Post by: **Fault** on **June 11, 2009, 12:49:52 am**

UPDATE
The elven caravan showed up, but the Trader is off fucking around somewhere.
Typical.



EDIT EDIT EDIT: Image works now

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (Probably NSFW, at least PG-16)**
Post by: **Demonic Spoon** on **June 11, 2009, 01:13:03 am**

Photobucket Site Maintenance

Maybe that has something to do with it?

Edit: Good and free the room and remake it to cancel the party

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (Probably NSFW, at least PG-16)**
Post by: **nahkh** on **June 11, 2009, 02:49:35 am**

Quote from: Demonic Spoon on June 11, 2009, 12:26:06 am
wooden pump systems ~~sometimes~~ always wear out when used with magma
Fixed that for you.

Skid: It's for the language. My language.

abculatter_2: Yeah it's too powerful for this. I'd empty the magma pool in seconds. I meant you can copy my magma pump system, not the cannon itself.
Also, yeah, you'd need to collect the magma after you're done, or we'd run out. Unless we *cough cough* cheat.

EDIT: Oh yeah, this thread is NSFW. Probably shouldn't be fucking around here at work, then.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (Probably NSFW, at least PG-**

Post by: **nil** on **June 11, 2009, 11:53:05 am**

Quote from: [Demonic Spoon](#) on June 11, 2009, 01:13:03 am

Photobucket Site Maintenance

Maybe that has something to do with it?

Edit: Good and free the room and remake it to cancel the party

Or just flick "dwarves allowed outside" off, then back on after unpasing for a second. The party area is above ground so that will cancel it

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (Probably NSFW, at least PG-**

Post by: **Demonic Spoon** on **June 11, 2009, 01:08:42 pm**

Quote from: [nil](#) on June 11, 2009, 11:53:05 am

he party area is **above ground** so that will cancel it

Those poor mad pathetic dwarves! we must save them!

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (Probably NSFW, at least PG-**

Post by: **abculatter_2** on **June 11, 2009, 02:23:42 pm**

Quote from: [Demonic Spoon](#) on June 11, 2009, 01:08:42 pm

Quote from: [nil](#) on June 11, 2009, 11:53:05 am

he party area is **above ground** so that will cancel it

Those poor mad pathetic dwarves! we must save them!

I wonder what it would look like if that big dome thing came crashing down...

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **nahkh** on **June 11, 2009, 04:19:04 pm**

Ah. The unmistakable stench of fear, failure and late upload.
Goddamnit people, when do you learn?

It's been abculatter_2's turn for twenty minutes now. I'm looking at you, Fault.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **Fault** on **June 11, 2009, 04:32:03 pm**

oh shit man I thought I had an extra day
I'll get right on to uploading it

EDIT: here it is: <http://dff.d.wimbli.com/file.php?id=1099>

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **abculatter_2** on **June 11, 2009, 04:39:00 pm**

Quote from: [Fault](#) on June 11, 2009, 04:32:03 pm

oh shit man I thoguth I had an extra day
I'll get right on to uploading it

Edit: wait, do I upload the "world" thing from the save file? cuase that's what I did

You zip up the save folder (which should be named sparkgear2) and upload it.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **Fault** on **June 11, 2009, 05:00:11 pm**

I built a dining room for the dungeon master. I wasn't really able to do anything else.. I think I'm in a really weird timezome compared to you guys, as I was sleeping during most of my turn time.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **nahkh** on **June 11, 2009, 05:05:22 pm**

It happens. Feel free to sign up for a new turn.
I guess your turn just began earlier than you thought.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **abculatter_2** on **June 11, 2009, 05:11:33 pm**

Downloading. Unfortunately, my brother's downloading things, so it'll be awhile.

Also, do traps melt under magma?

Hm. I have no idea what to do. Perhaps I should give this turn to someone more qualified? Or should I just fuck everything up and let you guys fix it? I've decided to fuck up everything and leave it for you guys to fix. Or at least, I'm going to attempt to...

Now, how is this cave river thing supposed to work?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **abculatter_2** on **June 11, 2009, 06:55:36 pm**

On the next page of the tattered journal

I found this old journal thrown in some forgotten corner of this fortress. Seems hardly used, so I thought I'd use it to document the happenings of the fortress.

Met with the traders. All they have is wood and prickle berries.

I've decided that this fort needs more magma. There WILL be more magma.

I've decided to make the two towers at the entrance spew magma, which will then fall back down into the magma pool in a magnificent magmafall. workers have begun chiseling away the holes needed to do this.

OH GOD LAG

I do not feel like playing this right now... you can pass my turn on to someone else, skip me, or whatever. I really don't feel like playing this right now. Or ever really.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Fault** on **June 11, 2009, 07:44:52 pm**

I think you can use the refiller utility from DF wiki to refill magma pools
It says it will create 7/7 magma tiles if you can route magma into a murky pool that could help

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **eerr** on **June 11, 2009, 09:18:44 pm**

I can't believe we've got people signed up almost to the 22nd turn.

of course, someone still needs to take care of the adamantium problem.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **ArkDelgato** on **June 11, 2009, 09:50:11 pm**

Champions do a pretty good job if they don't melt.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **nahkh** on **June 12, 2009, 01:29:12 am**

Quote from: eerr on June 11, 2009, 09:18:44 pm
I can't believe we've got people signed up almost to the 22nd turn.

It's my awe-inspiring manliness and humility that draws people to me.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 12, 2009, 01:31:38 am**

Quote from: ArkDelgato on June 11, 2009, 09:50:11 pm
Champions do a pretty good job if they don't melt.

Actually, our champions still can't face it. I tested this (just for lulz), decking out our champions with as much adamantine plate as I could forge, and after half of our army ran off in fear, the other half was destroyed by 6 SoFs (taking down 4 of them) and it took militarization of the entire fortress to bring down the last 2. During the tantrum spiral that followed, another SoF appeared and pretty much demolished the fortress. 9 dwarves remained: 1 guard, 1 deathbringer, and 7 children.

Also, if Demonic Spoon doesn't want his turn, I'll take it.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **nahkh** on **June 12, 2009, 01:39:17 am**

BONUS ROUND: Congrats, crash2455, you're now the current turn holder. Have the save for us at 22GMT.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 12, 2009, 01:43:44 am**

Thanks. I'll also upload Fault's map.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **nahkh** on **June 12, 2009, 01:55:35 am**

I was thinking about abculatters plan to use the obelisks for dispensing magma. The problem is that the towers are too small for all the pumps. The solution to that would be to have a separate tower to pump the magma to the level of the obelisks, then use pressure to....
MAGMA GEYSIRS!

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **abculatter_2** on **June 12, 2009, 02:13:00 am**

Quote from: nahkh on June 12, 2009, 01:55:35 am
MAGMA GEYSIRS!

Sounds FUN!

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 12, 2009, 02:38:29 am**

Ugh, does anyone know why I can't make adamantium wafers even though I obviously have tons of strands?

Also, we have a legendary peasant. It made me laugh a little.

Hey, does anyone mind if I turn off temperature? My framerate is suffering a lot.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Demonic Spoon** on **June 12, 2009, 03:35:52 am**

Gah! I don't check the thread every second of the day and someone steals my turn(that hasn't even started yet)!

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 12, 2009, 03:41:53 am**

That's because I mixed you up with abaclutter. I'm taking his turn because he's taking a break from DF.

Also, the game's not letting me make any silk garments without first dying the cloth. I have a feeling my raw files may be messed up.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Demonic Spoon** on **June 12, 2009, 03:42:48 am**

kk, ;)

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **abculatter_2** on **June 12, 2009, 03:45:37 am**

Quote from: crash2455 on June 12, 2009, 03:41:53 am
That's because I mixed you up with abaclutter. I'm taking his turn because he's taking a break from DF.

Oh no, I just wanted to play something that didn't average 16 frames per second.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 12, 2009, 04:03:51 am**

Ah, fair enough then. I agree about the horrid framerate. I think I'm going to have to play this on my tower to get enough power to finish on time.

Maybe we should set a dwarf limit on the next Sparkgear? Something around 80 would be great.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Demonic Spoon** on **June 12, 2009, 04:05:27 am**

I always limit my forts to 50 dwarves.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **nahkh** on **June 12, 2009, 04:12:09 am**

Go ahead and do whatever it takes to bring the framerate down. (Even, or especially if that involves identifying friendless dwarves and giving them magma baths, slaughtering all livestock and quantum stockpiling.)

The problem is that dwarf limits are defined elsewhere in the game folder (data/init unless memory fails.). So... maybe start uploading the whole df folder? (minus any unrelated saves?)

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Demonic Spoon** on **June 12, 2009, 04:13:57 am**

I shall make it my solemn duty to speed up the game, through whatever means neccessary.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **nil** on **June 12, 2009, 11:30:20 am**

Since when is 16 FPS that bad?

I don't start to say uncle 'til the single digits...

One really painless method that could give us some speed, tho, would be putting traffic restrictions on the outdoors and especially on the unused mining shafts (if you do that second one might want to nuke the stone stockpile too). If the dwarves skip over areas they never use when pathfinding for food, drink, sleep and jobs it gives you more speed.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 12, 2009, 11:42:19 am**

I'll keep that in mind. For the moment, I'm switching to my tower and turning off temp. I'll try and add traffic restrictions on all exploratory tunnels.

Also, I think we're down to something like 7 animals at this point. I'll start looking for dwarves who can have. . . unfortunate accidents.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Skid** on **June 12, 2009, 12:09:09 pm**

Might be time to start atom smashing extra stone?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 12, 2009, 01:43:07 pm**

I'm trying to set that up (along with a few catapults), but I'm presently trying to manage a tantrum spiral.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 12, 2009, 02:16:21 pm**

Wow, I don't think I can recover from this one. Population is currently 86. I'll try and play it through because at this rate, it's inevitable anyway.

Edit: I'm pretty sure we're not recovering from this: Population is 58.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **nahkh** on **June 12, 2009, 03:12:10 pm**

If worse comes to worst, reclaim. Or savescum, whichever.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 12, 2009, 03:28:51 pm**

Well, it appears that the tantrum spiral is coming to a close. Total population is 48. I just want to pull out of this so that I can see the engravings of people burning and starving to death.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 12, 2009, 03:56:32 pm**

I'm uploading the tantrum spiral save and the other save. Of the remaining 48 dwarves, I think there's still something like 5 tantruming dwarves in the spiral, so take it as you will. Also keep in mind that if you take the pre-siege save, the dwarves are on a hair trigger to tantruming. Do everything in your power to make them happy. There's also a lot of construction differences between pre and post-spiral forts.

Pre Spiral (<http://www.savefile.com/files/2127628>)

Post-Spiral (<http://www.savefile.com/files/2127634>)

Spoiler (click to show/hide)
Managerial Notes of Crash Stuntman, On-Site Foreman.

Start construction of pumps

Order all animals to be butchered and the rest to die in. . . unfortunate accidents.

Ordered adamantium plate to be built. Also started mining further adamantium.

Seemed redundant to have moat and wall. Decided to floor over moat and build a second wall filled with lava.

Ordered all unusable iron to be melted down and made into chain for our new fortress guard.

Oh my god I hate kobold thieves. Stop annoying me!

Begin to assemble small gnome army outside the demon pits. The last line of defense in the event of an attack.

Upgraded all soldiers to wear full plate. All guards now wear chain.

Child gets possessed. Grabs raw adamantine, a few logs, iron bars, a lot of bones, some turtle shell, and a gem. This should be cool.

Ordered doors to be placed in the new crypt, and that the walls be smoothed.

Yay! We struck galena! Lead cages for all!

Apparently the last leader decided to build a backdoor to the demon pits. I'm not quite sure why, but at least he didn't assign digging directly into it. From the looks of it, he plans to drain the cave river directly on our foes.

The child has finished, creating Dabbledleaves, the craziest earring I've ever seen. I only wish he had made two.

With plans to start pumping magma in place, I seal off all magma needed to power the forges and smelters.

Found a legendary peasant and drafted him to join the deathbringers. It's not really in my job description, but the kid looked really strong and really bored. The addition of this new recruit called for smoothing and engraving of the entire deathbringer quarters.

Due to some major idiocy, it appears my order for adamantium plate is going to be on hold until my smelters get their heads out of their asses and look at how much adamantium we have.

What the hell? Tigers?! Nobody told me we had tigers. Must find way to harness tiger power.

Finished planning the great wall of magma. Our defenses shall be impregnable.

Too many workers have been bothering me about pointless things. I designated an office be made for me.

Tragedy struck today, when a woodcutter removed a piece of construction that was vital to holding up a wall. As the structure gave out under him, he fell 16 floors to his gruesome death. The only solace is that he died next to the crypts.

Ordered the construction of 3 catapults to dispose of waste stone.

SIEGE! Approx 35 Goblins, nothing our champions can't handle.

I stand corrected. 24 casualties, including nil, leader of the deathbringers. He will be missed.

Oh my GOD! Everyone is rioting! The sheriff can't issue out any jail sentences either because he himself has been imprisoned.

A jeweler begins to stalk and brood. . . Apparently he's waiting for dwarf bones.

A peasant has fallen into melancholy. A child is melancholic.

A diplomat has left unhappy.

WHO KEEPS DROWNING ALL THESE BABIES?! STOP DROWNING BABIES AND START BURYING DWARVES!

STOP GOING CRAZY! STOP BREAKING MY STUFF! SHUT THE FUCK UP ASSHOLES! DAMN BABIES KEEP DROWNING! STOP DROWNING ALL THE BABIES AND GET BACK TO WORK!

More workers are going insane and throwing themselves into the magma pool.

Oh shit! CRAZY FISHERMAN! RUN AWAY!

Oh, what the hell? Somebody destroyed a farm? How do you even do that? It's just soil!

OH SHIT CRAZY MILLER AND STONECRAFTER! RUN FOR YOUR LIVES!

The cannibalistic jeweler has gone insane.

While I wasn't watching, a worker destroyed the mist generator.

Dyer taken by fell mood. Murders a child, which for some reason is more important than the other 9 million murders that have happened here. Creates Sickmirror, a dwarf leather backpack.

With nobody stepping up to be captain of the guard, I decide to volunteer. It gives me more reason to convert my office into a panic room. In the case that the tantrum spiral gets out of control, my family and I can always just seal off the doors and be safe.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **nahkh** on **June 12, 2009, 05:14:44 pm**

Ok... Demonic Spoon, take your pick of the two saves offered. If crash's save is unplayable, load the older one. Your call.

Also, a brief announcement, I'll be away for the weekend. You can manage without me, yes?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 12, 2009, 06:22:27 pm**

Map and PoIs are up for both pre-spiral (<http://www.mkv25.net/dfma/map-6041--sparkgear2>) and post-spiral (<http://www.mkv25.net/dfma/poi-15639-thecarnage>) forts.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **nil** on **June 12, 2009, 10:41:32 pm**

On the one hand, sucks that my dude died. On the other hand, sweet, fell mood. Don't see those very often. And you sure solved the lag problem...

I'd like to take another round if it lasts to the end of the list (the 14th is no good for me)

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Demonic Spoon** on **June 13, 2009, 12:31:43 am**

I shall try to rebuild from the ashes of the tantrum spiral. Go me! Also, remains don't make miasma outside btw Crash.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 13, 2009, 02:24:25 am**

Quote from: **Demonic Spoon** on **June 13, 2009, 12:31:43 am**

Also, remains don't make miasma outside btw Crash.

Well I know they don't make miasma, but it still goes from saying "Urist's Corpse" to "Urist's Rotten Corpse" and then turning to bones, but Goblins that died after them have rotted to bones and they're still fresh as the day they were killed.

Quote

On the one hand, sucks that my dude died. And you sure solved the lag problem...

Yeah, it started with your dude and moved to everyone's dude. I think Brak Obama and Crash Stuntman are the only remaining PCs (though I'm not sure why). Also, the framerate really didn't pick up that much for some reason. Maybe another 5 fps or so, about as much as when I slaughtered all pets. It might just be all the clutter (or the tantruming).

Quote

On the other hand, sweet, fell mood. Don't see those very often.

I got a macabre mood as well, but for some reason no dwarves would decay to bones, so he ended up going crazy.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Fault** on **June 13, 2009, 03:14:06 am**

noooo
Don't tell me the philosopher died?
That was my guy! :(

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 13, 2009, 03:23:37 am**

The philosopher and the DM died. Brak Obama and Crash Stuntman are filling any and all noble positions. Also, Brak Obama's desk was destroyed in the riot. He probably wants a new one. I'm presently doing a rundown on all remaining PCs:

- Ingish Rimadfeb, BADASS
- Crash Stuntman, On-Site Foreman
- Minkot Stuntman, Worker
- Brak Obama, Leader You Can Trust

Also, somebody decided to give people profession nicknames that were their profession at one point or another. It got really weird when they got new professions.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **eerr** on **June 13, 2009, 04:27:41 am**

Brak Obama for Dictator!

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Heron TSG** on **June 13, 2009, 09:29:56 am**

Oh, well, Can we name a dwarf Gloaf? That'll bring it up to three and make it look like less of a disaster!

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Demonic Spoon** on **June 13, 2009, 10:27:18 am**

After my predecessors death, I Demonic Spoon the II have been sent to deal with this fortress once and for all! Upon my arrival I went to look at the local zoo...

Problem area number 1:



Some idiot set up a bunch of cages above the magma pool and set each one as a seperate zoo, one even has a dwarf in it! Much crispy dwarf remains ensued as dwarf rushed lemminglike over the edges of the platform during their parties.

Problem area number 2:



I have no idea what is going on here but who ever is responsible will burn for the idiocy.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 13, 2009, 11:15:38 am**

Yeah, the cages over the lava were supposed to be jails, but for some reason the dwarves kept using cages that had creatures in them, so I really couldn't do much.

That second thing is supposed to be the atom smasher (If there were more pumps were there are huge gaping holes).

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Demonic Spoon** on **June 13, 2009, 11:18:57 am**

Don't you usually use a drawbridge in a atom smasher?

I didn't really play much, but I gotta go sleep now, so here's the save:

<http://dff.d.wimbli.com/file.php?id=1103>

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 13, 2009, 06:51:00 pm**

Yeah, i didn't have enough time to build the drawbridge. I was going to pump the stockpile towards the drawbridge and just keep doing pull the lever/r.

I was mainly trying to build this (<http://www.mkv25.net/dfma/movie-350-automaticgarbagedisposial>).

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **abculatter_2** on **June 14, 2009, 12:54:26 am**

Quote from: crash2455 on June 12, 2009, 03:56:32 pm
STOP GOING CRAZY! STOP BREAKING MY STUFF! SHUT THE FUCK UP ASSHOLES! DAMN BABIES KEEP DROWNING! STOP DROWNING ALL THE BABIES AND GET BACK TO WORK!

I shall be sigging this, if you don't mind.

Also, awesome that my character didn't die.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **RavingManiac** on **June 14, 2009, 02:23:27 am**

Starting my turn now.

By Armok, this fort is a mess.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 14, 2009, 02:38:49 am**

Yeah, sorry about that. At least you get 2 days to do your thing, and if you can pull out of it, we'll be better off than Boatmurdered (and with way crazier engravings).

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **eerr** on **June 14, 2009, 05:40:44 am**

Is it worth it if pulling out means waiting for the artifact makers and new immigrants to survive the spiral?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **RavingManiac** on **June 14, 2009, 09:56:43 am**

From the journal of Ravus Maniacus, Year 308

27th Granite

I have been sent to SparkGear as its new overseer, and even as I approach the fortress, I have already noticed something horribly, horribly wrong.

SparkGear's famed pyramid is not truly pyramidal.

Spoiler (click to show/hide)

Something must be done about this. All masons have been ordered to rebuild the pyramid.

28th Granite

I just realised that the fortress only has 33 dwarves, and there is one mason.

Fuck.

Did I mention that about half of them have horrific wounds?

Spoiler (click to show/hide)

and that there are terrifying demons sealed within the bowels of the fortress?

Spoiler (click to show/hide)

Truly this place is cursed. I will nevertheless endeavour to make something out of this sorry mess.

1st Slate

I have designated all narrow clothing in the fortress to be dumped in magma. As of currently, they are nothing more than a waste of space.

The mayor, a certain Brak Obama, keeps insisting on conducting a meeting. With whom, I have no idea. Everybody else in the fortress is busy working.

I will not tolerate slackers in this fortress, especially when we teether on the brink of destruction. If he keeps up this behaviour, he is going to have a little accident, perheaps several little accidents...

4th Slate

A planter has created a legendary artifact!

Spoiler (click to show/hide)

Completely useless, but at least we got a legendary woodcrafter.

Expansion of the living quarters has been halted. The way things are going, we won't need any more bedrooms anytime soon.

5th Slate

What's this?

Spoiler (click to show/hide)

I hereby conclude the previous rulers of the fortress to be utterly insane.

In other news, Brak Obama just got thrown into prison for destroying the door to his own office. Serves him right, too.

9th Slate

Some migrants have arrived despite the danger - 15 dwarves, including the dungeon master and philosopher. Its not much, but we need all the manpower we can get.

There appear to be several mason's workshops scattered throughout the fortress, seemingly at random. All are set to repeatedly construct rock coffins. I will inquire as to which previous overseer is responsible for this.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Demonic Spoon** on **June 14, 2009, 11:26:12 am**

Rename the dungeon master Demonic Spoon the II please. Also, I believe it was crash since the great need for coffins originated during his turn. Nahkh, gimme another turn please.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 14, 2009, 04:38:25 pm**

I wrote in "Gas Mask Man!" over the picture, but someone else added the sweet 'stache.

And yes, I put in the order for rock coffins on every mason shop. It's what happens when 100 dwarves die in one turn. I didn't think I'd actually run out, but hey, that's what happens.

On another note, are the dwarves still tantruming?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Fault** on **June 14, 2009, 10:09:58 pm**

Quote from: Demonic Spoon on June 13, 2009, 10:27:18 am

Problem area number 2:



I have no idea what is going on here but who ever is responsible will burn for the idiocy.

Oh sorry man
I was trying to set up a spot for fishing but I ran out of time
I was gonna have grates along the middle of the bridge and walls around it

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Demonic Spoon** on **June 14, 2009, 11:22:29 pm**

I added the stache ;D. And no problem fault, I decided the entire area needed to be floored over. Oh yeah and btw, I accidently mined out a wrong part of the wall so there's water flowing out there, anyone see if the can fix it?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **RavingManiac** on **June 15, 2009, 12:26:07 pm**

Quote from: crash2455 on June 14, 2009, 04:38:25 pm

On another note, are the dwarves still tantruming?

When I started my turn, only Brak Obama was tantrumning, and he's currently bedridden. The mood of the rest of the fortress ranges from quite content to very happy, so the whole thing has pretty much stabilized.

26th Felsite

Turns out that due to the lack of jails, Captain of the Guard Crash Stuntman opted to instead beat up Brak Obama. With a broken hand, Obama is unable to carry out administrative duties. I have taken over the jobs of manager, hoardmaster and broker.

Spoiler (click to show/hide)

I have just noticed that none of the children in the fortress are wearing any clothes. They make up for this by being covered with many layers of vomit, mud and blood.

Spoiler (click to show/hide)

Eew.

11th Hematite

A human caravan has arrived!

Spoiler (click to show/hide)

As we're all too busy dumping narrow clothing into magma and sorting through the leftover possessions of the dead, I shall not activate the repeating spike mechanism.

16th Hematitle

A goblin scatcher attempted to kidnap the child Murul Idathnish. He was standing next to our champions when he revealed himself, and response was swift and painful.

Spoiler (click to show/hide)

Brak Obama has been reelected as mayor, despite being completely useless. I ought to dispose of him somehow.

19th Hematite

Goblins ambushed glassmaker Sodel Onulanam while he was outside hauling. Legendary miner Fath Asttan came to his rescue, skewering two of his attackers with his pickaxe while the military finished off the rest.

25th Hematite

Our dungeon master was rapidly depleting the fortresse's stockpile of caged mountain gnomes by attmpting to cage them, then being interrupted by them and beating them to death. Turns out someone had ordered all the mountain gnomes to be moved to a cage near the demon pits. For what purpose, I have no idea.

A deathbringer(the local term for some kind of elite pump operator) has been possessed, and has claimed a craftdwarf's workshop.

4th Malachite

The possessed deathbringer has created an artifact!

Spoiler (click to show/hide)

Yes, yes, its pretty. Now get back to work.

6th Galena

Alas, I have reached the limit of my term. I hereby pass on the fortress to the next unlucky dwarf.

Save: <http://uploading.com/files/PVWD7F0Z/SparkGear2.zip.html> (<http://uploading.com/files/PVWD7F0Z/SparkGear2.zip.html>) (DFFD hates me)

NOTES
-The housing complex is incomplete, with doors and furniture of some of the bedrooms missing.
-The underground river still needs to be completely paved over.
-The dwarves are busy dumping all the narrow clothing into a dump zone in the magma forge area to reduce stockpile clutter. This may take a while. A very long while.
-If you are going to open the floodgates to the artificial cave river, remember to remove the rock at the bottom first.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 15, 2009, 01:00:22 pm**

A couple things:
-I was putting all the mountain gnomes, goblins, and anything else we've captured and putting them in a cage right in front of the walled-off demon pits as our last line of defense. I'll add a PoI on the map, and it still needs to be linked to a lever.
-The deathbringers (as their names suggest) should be soldiers, but I needed to demilitarize our non-champion dwarves to give us more workers.
-I couldn't upload my save to the DFFD either. I ended up using SaveFile.

Also, I uploaded the map after DemonicSpoon's Turn. Go and add some PoIs.
<http://www.mkv25.net/dfma/map-6075>

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Demonic Spoon** on **June 15, 2009, 01:39:24 pm**

Added some PoI

<http://www.mkv25.net/dfma/map-6075--sparkgear2>

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **nahkh** on **June 15, 2009, 02:39:24 pm**

Just a quick update. My return to the boards is being delayed by the nastiest flu this side of the continent. Will be back once I can think, or breathe. Whichever.

DS: Sure thing.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Demonic Spoon** on **June 15, 2009, 02:49:06 pm**

Thanks Nahkh, get well soon :).

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **RavingManiac** on **June 15, 2009, 10:00:21 pm**

Save uploaded.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 15, 2009, 10:34:04 pm**

Map uploaded. Add some PoI
<http://www.mkv25.net/dfma/map-6079--sparkgear2>

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Heron TSG** on **June 15, 2009, 10:46:13 pm**

I have a scheduling issue. I can either do the game on the 20th (or before) or the 28th (or after)

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Demonic Spoon** on **June 16, 2009, 12:25:55 am**

Ask one of the earlier poeple if you can swap with them then.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Skid** on **June 16, 2009, 12:42:02 am**

So this is my turn, right? Who went on the 15th? o_0

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Demonic Spoon** on **June 16, 2009, 12:53:29 am**

I believe ravingmaniac used it as a extra day? And it's your turn yes.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Skid** on **June 16, 2009, 01:27:04 am**

Well, the file download isn't working for me, says that my IP already has a file in progress. I'm too tired to work on it tonight anyway.

Edit: Downloading from a different computer worked. Shall begin construction.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Heron TSG** on **June 16, 2009, 10:06:20 am**

Crash or Katsuun or Yaddy, can I switch with one of you?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Marko** on **June 16, 2009, 01:33:11 pm**

Whoever's going right now I'm stuck at work all day and won't be home until 8pm pst (don't ask what thaat is in gmt...) so if you go over a bit I won't mind

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Skid** on **June 16, 2009, 02:37:39 pm**

Yeah, I'll probably take advantage of that. I just had to save scum because a pack of bowgoblins wiped out our entire military and a few of their wrestlers found their way into the middle of the courtyard and took out two of the playerdwarves An awesome defensible entrance isn't much good when there's multiple other ways to get into the fortress.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **nahkh** on **June 16, 2009, 04:38:30 pm**

All y'all: Keep up with the good work.

Barbarossa: PM me when you find someone to switch with.

nil: I'll check that for you.

EDIT: I have a request for you players. When you upload the save, could you post your estimate to the average FPS you've been getting? Along with a high/mid/low estimate of your computer speed. Also, the current year would be nice.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **nil** on **June 16, 2009, 06:48:34 pm**

Thanks Nahkh.

Hey Skid, if you can spare the manpower (dwarfpower?), put one of the remaining Deathbringers on uninterrupted pump duty? I want a buff veteran around for my turn, assuming it comes. It's not a problem if he's wounded, and if you need him for some hauling or just in general that's fine too.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Skid** on **June 16, 2009, 08:35:17 pm**

I think there may be a surviving deathbringer already trained up in that way but I'm having a hard enough time just keeping basic fortress systems running. I've only had enough spare labour to mess around with one small trap for burning the forested half of the map with fire imps and fill in some of the holes in fortress defence.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Marko** on **June 16, 2009, 10:11:57 pm**

I'm home from work, and demand file! :P

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Skid** on **June 17, 2009, 12:16:06 am**

http://dffd.wimbli.com/file.php?id=1113

23 FPS average, mid/high level computer. Year 309. (I think.)

The imp trap didn't work out very well, even though flames reach vegetation or wood most of the time the fire doesn't end up spreading. If you want to mess with it, imps are releases by that red lever at the back of the pyramid.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **eerr** on **June 17, 2009, 04:21:04 am**

Heres an idea; to capture the spirits of fire, make one giant chamber maze with two diffrent levels.

place cage traps on top and bottom. Every tile.

setup lever-made cave-ins above, and marksmen behind fortifications.

I mean, it's not like we don't have enough mechanisms for it...

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **RavingManiac** on **June 17, 2009, 04:50:27 am**

Spirits of Fire don't get knocked unconscious by cave-ins due to [NOSTUN].

Its been tested:
http://mkv25.net/dfma/movie-927-trappingsofattemptfailure (http://mkv25.net/dfma/movie-927-trappingsofattemptfailure)
http://mkv25.net/dfma/movie-937-trappingsofwithadamantiumattempt (http://mkv25.net/dfma/movie-937-trappingsofwithadamantiumattempt)

I suggest equipping every non-military dwarf in the fortress with a crossbow and bolts, then stationing them behind your full-time military as the demons emerge.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **Heron TSG** on **June 17, 2009, 09:46:33 am**

Katsuun and I are switching.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **nahkh** on **June 17, 2009, 09:56:21 am**

I'll take your word for it.
Switching.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **crash2455** on **June 17, 2009, 10:30:24 am**

That's crazy. SoF are like terminators.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **Demonic Spoon** on **June 17, 2009, 10:42:53 am**

Especially if you mod them to be even stronger :) Damblock, size increase, more damage, tentacles that do fire damage...

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **crash2455** on **June 17, 2009, 11:07:33 am**

That would only be entertaining if you modded dwarves to [NOFEAR]. Presently they just win because legendary champions pussy out and run away.

Edit: Map added to DFFD http://www.mkv25.net/dfma/map-6097--sparkgear2

Also, I'm getting 13 FPS on a Pentium D 2.8 GHz (with priority set to HIGH).

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **Katsuun** on **June 17, 2009, 11:51:05 am**

Seems like I'm switching my turn with Barbarossa, as he asked me to.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **Demonic Spoon** on **June 17, 2009, 12:43:23 pm**

Added some PoIs:

http://www.mkv25.net/dfma/map-6097--sparkgear2

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **nahkh** on **June 17, 2009, 03:58:22 pm**

When do you intend on updating?
Two minutes left to the deadline.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **eerr** on **June 17, 2009, 08:44:07 pm**

maybe we should start extending turn times?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **crash2455** on **June 18, 2009, 11:16:43 am**

I'll just take my turn if nobody else is going.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **eerr** on **June 18, 2009, 03:31:30 pm**

Quote from: **crash2455** on June 18, 2009, 11:16:43 am

I'll just take my turn if nobody else is going.

Go for it.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 18, 2009, 04:03:29 pm**

My Turn so far

The continuing journals of Crash Stuntman, On-Site Foreman

17th Hematite

Apparently, the last immigrant wave brought a ton of peasants. Since they have nothing better to do, I'm putting them on guard duty. Also, somebody created an enormous furniture stockpile where I decided to place raw adamantium. Also, nobody is on strand extraction, and we have far too many idlers. Changing that now.

Also, Brak Obama has been re-elected.

Since we have no jails, I'm re-establishing our dungeon over the lava pool. All who disagree shall spend one night within its cells.

18th Hematite

There is not nearly enough adamantium being processed. I'm setting stockpiles for other bars to be placed once completed.

22nd Malachite

A child has withdrawn from society. Starts making things with jewels, logs, bones, and a lot of leather. Makes "The Rose of Glades," an earring with spikes of cat leather and an image of adamantium in turtle shell

12th Galena

Interrupted by Elephant? More cage traps are obviously necessary (must have elephant army). On that thought, I noticed that we've picked up an abundance of cheetas, lions, and alligators (wtf?), and decided to throw them in a pit designed to catch goblins.

20th Galena

Construction of the atom smashers is complete. One more gear mechanism and we're ready to start cleaning.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **eerr** on **June 18, 2009, 10:19:31 pm**

Why do we need atom smashers with a maga pit?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 18, 2009, 10:27:56 pm**

Because dwarves are stupid and don't throw things in it.

Also, I got bored.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **eerr** on **June 18, 2009, 10:58:40 pm**

Quote from: crash2455 on June 18, 2009, 10:27:56 pm

Because dwarves are stupid and don't throw things in it.

Also, I got bored.

bored you say? well about half the other people have had "fun" so far. Crack open the HFS and make some aboveground workspace?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 18, 2009, 11:40:12 pm**

I had enough fun on my last turn (<http://www.bay12games.com/forum/index.php?topic=36550.msg598774#msg598774>). I think I'll wait until my soldiers get full adamantium gear before taking on the SoF (as last time I did that, I was left with 10 dwarves). Presently, I've been keeping busy dumping waste stone and vandalizing other people's constructons. Also, my population cap of 85 didn't seem to work (probably because of children), and now we've got full-blown nobles.

Speaking of fun, the trade depot just burst into flames, followed by a goblin siege. This turn is keeping itself interesting.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 19, 2009, 02:08:45 am**

Okay, when did the King show up? I just saw him in the deceased list.

Also, speaking of the deceased list, RavingManiac and I just died in the most recent siege. Instead of running to a nearby door and seeking shelter inside, we decided to be dwarves and run around in circles until the gobbos separated our major organs from our bodies.

In other news, the trade depot's still on fire.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Demonic Spoon** on **June 19, 2009, 02:17:52 am**

The king shows up whenever you strike adamantine so pretty early on I believe.

EDIT: After reading through the archives it appears he apeared at the end opf the third turn which was marko's, also if you wonder when he died it was during my turn, he finally went bezerk because he still didn't have a set of royal apartments..

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **eerr** on **June 19, 2009, 04:24:42 am**

Quote from: Demonic Spoon on June 19, 2009, 02:17:52 am

The king shows up whenever you strike adamantine so pretty early on I believe.

EDIT: After reading through the archives it appears he apeared at the end opf the third turn which was marko's, also if you wonder when he died it was during my turn, he finally went bezerk because he still didn't have a set of royal apartments..

And the kind wonders why he had to dress up as a peasant.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **RavingManiac** on **June 19, 2009, 09:53:57 am**

Quote from: crash2455 on June 19, 2009, 02:08:45 am
Also, speaking of the deceased list, RavingManiac and I just died in the most recent siege. Instead of running to a nearby door and seeking shelter inside, we decided to be dwarves and run around in circles until the gobbos separated our major organs from our bodies.

That was fast :(

If Obama has managed to heal from his injuries, reappoint him as hoardmaster, manager and broker. My dwarf was filling in for him regarding those jobs, and there is now a vacancy.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 19, 2009, 03:40:01 pm**

Turn complete.

Save: <http://dff.d.wimbli.com/file.php?id=1124>
Map: <http://mkv25.net/dfma/map-6117>

Framerate is around 20 on a 2.7 Ghz Xeon.

A couple of things: I've set all non-colored stones except Rhyolite (our most abundant) to be dumped. I have been noticing a slight increase in framerate as the stone continues to melt away (unfortunately, I did some mining so it went back down again). This also means that there are never any idlers ever, and a number of people may be dumping stone instead of doing work. If you want to have your workers maybe work faster (I dunno), undump the stone in the stocks menu. I would be against that option, though, as it means that we're no longer curving the framerate issue.

Also, I've started a tower. Continue it as you see fit.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **ArkDelgato** on **June 19, 2009, 04:04:10 pm**

Why is my house filled with vomit.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **nahkh** on **June 19, 2009, 05:10:24 pm**

Why ISN'T your house filled with vomit?!

Recommend large construction projects. Pretty much the same amount of walking for dwarves, but at least you get a nice dorfy statue or giant tankard or something.

EDIT: Just took a look at the map. Wow. Just wow. Crash, you know your stuff.
Although some aspects of the fort make me facepalm and wonder what I've helped create.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 19, 2009, 05:29:11 pm**

Quote from: nahkh on June 19, 2009, 05:10:24 pm
EDIT: Just took a look at the map. Wow. Just wow. Crash, you know your stuff.
Although some aspects of the fort make me facepalm and wonder what I've helped create.

Thanks, I was lucky to have a full day and a half to devote to this. Also, you knew that a certain pair of structures was coming.

Quote from: ArkDelgato on June 19, 2009, 04:04:10 pm
Why is my house filled with vomit.

Cave adaptation. Also, the dwarves have decided that your house is the new second entrance.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **ArkDelgato** on **June 19, 2009, 06:24:33 pm**

have the catapults on the roof been doing anything of late?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 19, 2009, 06:46:06 pm**

I moved them inside so that it would be easier to dispose of waste stone. Also, I think I accidentally ordered a catapult part to be dumped, so I need to replace that. We should look into building more catapults. They dispose of stone and build strength. I dunno why I didn't think about it on my turn.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **RavingManiac** on **June 19, 2009, 08:49:08 pm**

The low framerate is probably due to the sheer number of stone we have lying around. In the stocks menu, simply selecting "stone" causes the game to hang for several seconds.

If you have sufficient manpower, try dumping some of the stone in magma.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **ArkDelgato** on **June 19, 2009, 08:57:22 pm**

Would it be safe (or FUN) to rig up the catapults to fire into the atom smasher, which is connected to pressure plates that are activated when the seige operator leaves the catapult to get more stone?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 19, 2009, 10:32:42 pm**

QFE

Quote from: crash2455 on June 19, 2009, 03:40:01 pm
A couple of things: I've set all non-colored stones except Rhyolite (our most abundant) to be dumped. I have been noticing a slight increase in framerate as the stone continues to melt away (unfortunately, I did some mining so it went back down again).

Additionally, catapults already destroy stone if it hits a wall, so we could use that instead of our pumps as a pasttime strength-enhancing activity.
Also, where's Yaddy? This is supposed to be his turn.
<div><div>Title: Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)</div><div>Post by: Demonic Spoon on June 20, 2009, 03:31:31 am</div></div>
He has not been active since the 16th, skip?
<div><div>Title: Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)</div><div>Post by: Yaddy1 on June 20, 2009, 09:39:01 am</div></div>
No I'm here. Just remembered :D dffd is being slow...
<div><div>Title: Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)</div><div>Post by: Demonic Spoon on June 20, 2009, 09:48:20 am</div></div>
Ah, kk.
<div><div>Title: Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)</div><div>Post by: crash2455 on June 20, 2009, 09:56:42 am</div></div>
Yaddy, you should take a look at my map, since it details things I was doing and plans to continue them.
<div><div>Title: Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)</div><div>Post by: Yaddy1 on June 20, 2009, 10:49:17 am</div></div>
Actually my computer is not good enough to play this. Sorry!
<div><div>Title: Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)</div><div>Post by: Demonic Spoon on June 20, 2009, 11:11:21 am</div></div>
crash continue or barborassa start?
<div><div>Title: Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)</div><div>Post by: nahkh on June 20, 2009, 11:16:02 am</div></div>
Whoever is quickest to respond. PMing them both.
<div><div>Title: Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)</div><div>Post by: Demonic Spoon on June 20, 2009, 11:20:08 am</div></div>
Lol, nahkh, 'gentleman andventurer'...right :P
<div><div>Title: Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)</div><div>Post by: nahkh on June 20, 2009, 11:21:41 am</div></div>
What? Would you prefer "S/M club employee?"
<div><div>Title: Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)</div><div>Post by: Demonic Spoon on June 20, 2009, 11:24:31 am</div></div>
...Sadomasochism club employee? :o
<div><div>Title: Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)</div><div>Post by: nahkh on June 20, 2009, 11:26:41 am</div></div>
Well that's what it means, does it not?
Although I'm even less of a one than I am a gentleman adventurer. But it makes a nice forum profile, don't you think?
And why would anyone believe me a gentleman adventurer? Nothing I do is... gentle.
<div><div>Title: Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)</div><div>Post by: Demonic Spoon on June 20, 2009, 11:31:24 am</div></div>
...new signature too I see.
<div><div>Title: Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)</div><div>Post by: eerr on June 20, 2009, 12:59:05 pm</div></div>
Fallout 3 maybe?
<div><div>Title: Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)</div><div>Post by: crash2455 on June 20, 2009, 01:10:06 pm</div></div>
I'll hand it over to barbarossa. I got pretty burnt out on this, though I'm moderately worried that if one person quit because of the framerate, a second one will as well.
I'm going to propose that Sparkgear 3 start passing around a full game file and that we take 2 embark squares (also, maybe keep playing these games in the same universe, just for lulz).
<div><div>Quote</div><div>Fallout 3 maybe?</div></div>

It's a 2001 reference (fits nicely with the avatar).

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **nahkh** on **June 20, 2009, 01:40:30 pm**

Let's not start planning SG3 quite yet. I want to clear this current list of players before that happens.
We just got to get rid of all this excess stone. The FPS will clear up after that.

Also, glad someone caught it.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 20, 2009, 01:44:02 pm**

I suppose if barbarossa doesn't want it today, I could just run DF unpaused (DTil) and let the workers clear out ~~all the stone~~ some of the stone.

Edit: Yeah, I guess I'll do that and upload a new save later.

Quote
Let's not start planning SG3 quite yet. I want to clear this current list of players before that happens.
We just got to get rid of all this excess stone. The FPS will clear up after that.

I know it's a little early, but it's good to plan ahead. I just figured that you were doing a new Sparkgear every month.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **nahkh** on **June 20, 2009, 01:57:02 pm**

Heh, more than likely.
Actually, it seems like a good marker.
I'll go and open up some more slots.

As for planning ahead... I suppose we can do that.
As long as we don't lose sight of the current game.
I was thinking of using the Dig Deeper mod next time around.
Why did you want two start squares, though?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Skid** on **June 20, 2009, 01:59:37 pm**

If we're taking suggestions for the next one, can it be a nanofortress?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **nahkh** on **June 20, 2009, 02:02:41 pm**

I'll be keeping it rather compact, yes. Probably not a bona fide nanofort, though. Actually, I have a fort location in mind already. But please, FOCUS people. SparkGear 2 is still going on strong.

EDIT: Oh yeah. One new rule I've been thinking about. Don't leave a huge stack of stones lying around. You dig it, you clean it.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Demonic Spoon** on **June 20, 2009, 02:03:39 pm**

Until I activate my cave river that is nahkh :D Muhahahaha!

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **nahkh** on **June 20, 2009, 02:16:42 pm**

I have complete faith in the cave river being a colossal fuck-up that will flood the fortress. So I'm not worried.

So this is the mod I've been thinking of publicly endorsing.
clicky (<http://www.bay12games.com/forum/index.php?topic=35736.0>)
It contains among others awesome true and semi megabeasts, orcs, new stones and metals and all-around goodness.
Simply put, Nahkh approves.

The problem with nanofortresses is that it's so damn hard to find HFS and magma pipes in a small-enough area. I'm taking suggestions.
This round has definitely shown that infinite supplies of magma are a must. What of HFS? If we use the DD mod we should have plenty of challenge without I guess.

Opinions, please. What makes an embark site a SparkGear site? Magma? Pitchblende? Overall insanity?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 20, 2009, 02:26:55 pm**

Cool, I just got a siege that triggered my animal pit.

<http://mkv25.net/dfma/movie-1416-goblindeathpit>

Also DemonicSpoon, I'm pretty sure your river will only partially destroy the framerate.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **nahkh** on **June 20, 2009, 03:58:04 pm**

Heh, beautiful.

I wonder if Barbarossa is around.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Heron TSG** on **June 20, 2009, 04:03:44 pm**

PICK ME!!! downloading.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **crash2455** on **June 20, 2009, 04:11:06 pm**

Wait, let me upload my new save. It's a few hundred stones lighter (also has catapults).

<http://dffd.wimbli.com/file.php?id=1131>

Also, I'll take the 25th.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **Heron TSG** on **June 20, 2009, 05:12:52 pm**

Is that the only difference? Because I'm already building a castle and reviving the drink industry.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **nahkh** on **June 20, 2009, 05:14:01 pm**

Barbarossa: Yeah. He just let the stone-clearing operation run awhile.

Crash: Done.

Let's keep this fort going until the end of the month.

Also, orcs are fun. A siege of sixteen orcs in the autumn of my first year. Half of those are bowmen.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **crash2455** on **June 20, 2009, 05:30:13 pm**

I was hoping to catch you before you were an hour into construction, but now that you're already working it's cool. I will ask that you keep working on the HFS funzone (<http://mkv25.net/dfma/map-6117>) as you go.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **Heron TSG** on **June 20, 2009, 11:50:51 pm**

I'll have the save up in an hour or less- leaving surprisingly early tomorrow...

<http://dffd.wimbli.com/file.php?id=1133> (<http://dffd.wimbli.com/file.php?id=1133>)

GO NEXT PERSON, GO!!!

All I did was fix the drink industry, build the floors (not walls yet) of my castle, and start flooding the new river path. (I prevented the accidental leak springing)

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **nahkh** on **June 21, 2009, 02:40:52 am**

That was surprisingly... quick.
You do know that you still have some thirteen hours and twenty minutes left of your turn, right?
If you don't want to play it, the first person to respond gets to play the extra time.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **crash2455** on **June 21, 2009, 02:58:38 am**

Map: <http://www.mkv25.net/dfma/map-6143>

Also, it's like 3am here. I can run the game unpaused while I sleep, but I fear that a goblin siege will destroy our fortress totally and utterly. I'll take it if you don't want it tomorrow or if nobody else responds in the next 7-8 hours.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **Demonic Spoon** on **June 21, 2009, 03:42:26 am**

Ooh! Ooh! Extra time! :D Pick me! Pick me!

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **nahkh** on **June 21, 2009, 04:34:23 am**

Looks like Demonic Spoon wants to actually play. Fine, you have the rest of the turn.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **Demonic Spoon** on **June 21, 2009, 05:02:38 am**

As my parent has died under mysterious circumstances, I Demonic Spoon the II have decided to lead Sparkgear to glory! To ensure this I have drawn up plans for a great tower to appease the blood god, patron of our civilization, The Chambers of Blood! It shall be a great testament to his glory! From it's top the sacrifices shall be catapulted into his great blue maw(called by the lessers as the sky) to feed his neverending appetite. All other construction is to be halted until this is complete. Execpt for the completion of my parent's genius, the great cave river. Soon I shall be soothed by the gentle flowing of the water form my new apartments, (some guy called Brak had to be kicked out).

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **nahkh** on **June 21, 2009, 05:11:29 am**

... maybe I made a mistake in letting you play.
Too late now.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **Demonic Spoon** on **June 21, 2009, 05:13:15 am**

Muhahaha!

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **nahkh** on **June 21, 2009, 06:48:56 am**

Huh. It was apparently my turn all along.
Well it turned out fine. I'm away from home until quite late so go ahead and play DS.
I'll let you know once I get home. I do want to mess around the fort a bit today.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **Demonic Spoon** on **June 21, 2009, 07:47:17 am**

Project Stairway to Heaven is proceeding quite nicely. Also there was a goblin ambush or something but I decided to ingore it and concentrate on more important things, like refurbishing my new apartments! :D Also, have continued with another of my parent's grand visionary projects called: 'Fuck you dead poeple' with involves dropping several tonnes of solid rock down onto our crypts to ensure that they don't turn into undead and kill us in our sleep. Project Cave river is nearing completion, just a few last floodgates that need to be linked up. Also the dwarven caravan arrived or something, I gave them some goblin clothes (which I don't want to know what they want with(though i fear it's for fetishists)) for a few cats to stock that brilliant fire imp battery some sorta wise previous ruler installed. Speaking of which I'm linking the cages to a lever, soon I shall burn the world with fire!

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **Heron TSG** on **June 21, 2009, 07:50:29 am**

Finish my tower?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **Demonic Spoon** on **June 21, 2009, 07:53:55 am**

I predicted it would take to much time that could better be used to make a execution tower, so I canceled it, ask nahkh to do it.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **Demonic Spoon** on **June 21, 2009, 01:26:34 pm**

Project Destroy Crypts was a completed, and there doesn't seem to be a tantrum spiral in the making, I name it a rousing success! The cave river project is just about complete. The Stairway to Heaven project is complete and progress on the Sparkgear Space Program is coming along nicely.

Movie of crypt destruction, this allows the same space to be used over and over for the crypts:

<http://www.mkv25.net/dfma/movie-1417-destroyinggoldcrypts>

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **nahkh** on **June 21, 2009, 01:48:57 pm**

Home. Although I'm too tired to even think about playing. Take the last two hours as well.

I seriously hope Crash Stuntman wasn't alive when you crushed those tombs. What, fourteen masterworks destroyed?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **Demonic Spoon** on **June 21, 2009, 02:10:51 pm**

Yup, and it would appear that he is dead

The Sparkgear Space Program seems to be ready for action, however after some testing by our noble volunteers there seems to be some kinks in the system to work out.

Attempt 1:
It appears attempt 1 is too big to upload, and I'm too lazy to edit it, so imagine it if you will. There catapulting action did not succeed.

The last steps of the cave river are dragging along.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **Demonic Spoon** on **June 21, 2009, 02:18:23 pm**

Attempt 2:

<http://www.mkv25.net/dfma/movie-1418-sparkgearspaceprogram>

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **Demonic Spoon** on **June 21, 2009, 02:33:50 pm**

Cave River ready! All systems activate! Also, apparently, some idiot made a addition to the cave river, planned to flood the HFS or something, this let it take longer to fill the cave river.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **crash2455** on **June 21, 2009, 02:45:26 pm**

Crash has been dead since my last turn. Also, I think fault planned to flood HFS (long before we found out that nothing stops them. Nothing). I'm assuming the Space program ended up using all of our nobles, in which case someone else gets to live in Testicle tower.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **Demonic Spoon** on **June 21, 2009, 02:49:35 pm**

I'm still busy killing the baron and the hammerer actually, also, just after I activated the cave river, a dragon attacked! wooh! I ordered everyone inside and hope the dragon can survive our weapon traps and get caught in a cage trap.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **crash2455** on **June 21, 2009, 02:59:45 pm**

I dunno. Dragons are pretty weak. I've heard of one that died after hitting a stonefall trap. If it lives, tame it and dump it in my animal pit.

Also, what's your framerate now that the cave river is in full swing?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Demonic Spoon** on **June 21, 2009, 03:01:44 pm**

Still the same, 13, and it's not in full swing, it's still busy filling and muddying the banks for a towercap farm.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Demonic Spoon** on **June 21, 2009, 03:30:16 pm**

The cave river was a complete succes, *not* a colossal fuckup like *some* poeple predicted. >:(

The save:

<http://dffd.wimbli.com/file.php?id=1136>

P.S. There seems to be the beggining of a tantrum spiral going on, nothing unsalvegable if you act fast though.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 21, 2009, 04:48:19 pm**

Well, we've recovered from one tantrum spiral, we can probably take another. Curious though, how did it start? I thought I had engraved everyone's rooms enough to avoid unhappy thoughts (unless they really liked the nobles).

Map: <http://www.mkv25.net/dfma/map-6151--sparkgear2>

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **nahkh** on **June 21, 2009, 05:46:46 pm**

A dragon you say?
I hope you didn't recruit the dungeon master for the SparkGear Space Program.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Demonic Spoon** on **June 21, 2009, 11:23:32 pm**

I am the dungeon master, and I believe it was the two children that accidently volunteered for the Space Program and the fact that I ordered everyone inside so they couldn't bury them.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **nahkh** on **June 22, 2009, 12:20:21 pm**

Looks like that elf-hugger Katsuun is a now-show.
Start her up early if you want.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Demonic Spoon** on **June 22, 2009, 12:28:24 pm**

Lol, two turn after each other = fun

no man should have this power!

You pm'd katsuun?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **nahkh** on **June 22, 2009, 12:37:40 pm**

Hours ago. No response.
The thread was almost down to page two.

My reaction:

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 22, 2009, 12:38:59 pm**

Why does no one want to join in our game of madness?

I mean, I'd go again, but I'm already going in 3 days or so and I really have no ideas at this moment (aside from fixing up the gauntlet that DemonicSpoon seems to have put on hold).

How's the tantrum spiral coming, by the way?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Demonic Spoon** on **June 22, 2009, 12:39:36 pm**

They are overawed by the sheer awesome.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **nahkh** on **June 22, 2009, 12:43:18 pm**

I guess he's just absent. Maybe he'll sign up again.
I don't know which of our monstrosities is scaring prospective players more. The mega-projects? The tantrum spirals? The FPS? The huge group of SoF's? The testicle tower?

I guess I'll sign up for one more day myself.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **Demonic Spoon** on **June 22, 2009, 12:49:57 pm**

Damnit, I was hoping I wouldn't need to be the one to deal with the tantrum spiral. I have no experience with these things! Even after causing several.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **nahkh** on **June 22, 2009, 01:22:42 pm**

Preparation. I always bling out my dining hall as much as dwarvenly possible. That seems to work. For an ongoing one... Maybe engrave everything and make much mist?

Keeping dwarves isolated from each other is also good. But it's hard to set up if you already have a tantrum spiral going on.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **eerr** on **June 22, 2009, 01:26:57 pm**

fortress guards take care of rioters very quick if you have prison cells.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **Demonic Spoon** on **June 22, 2009, 01:30:56 pm**

There seems to be a disease spreading through the peasantry, the name of this plague? Tantrumanium. Fortunately dwarven medical science is the most advanced in the world. We have long ago realized the universal ruth of medicine long ago. If there's something wrong, amputate it, or in this case catapult it into the sky! I have assigned all non essential personal to be 'volunteers' in our new space program...Why the heck won't the sqaud go up the tower? They just mill around at the bottom.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **nahkh** on **June 22, 2009, 01:34:24 pm**

O_o

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **Demonic Spoon** on **June 22, 2009, 01:39:31 pm**

Nvm, got them on the bridgeapult ;D.

The results:

<http://www.mkv25.net/dfma/movie-1420-tantrumspiralcontrol>

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **nahkh** on **June 22, 2009, 01:43:20 pm**

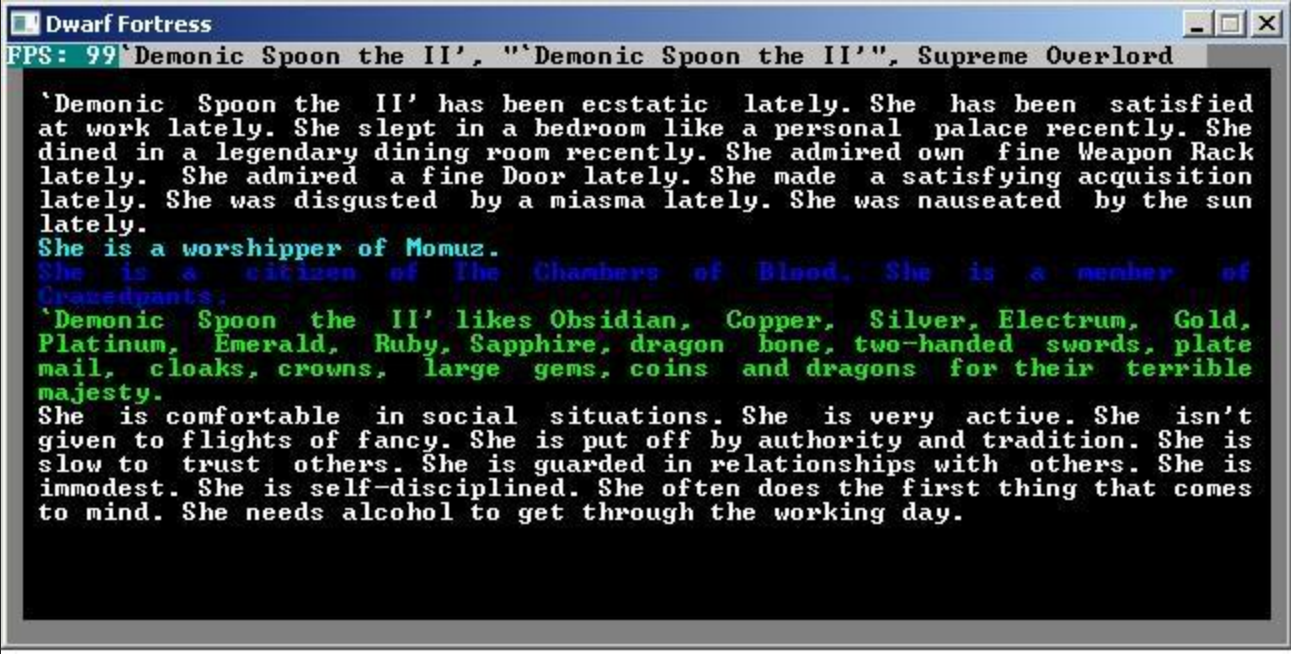
Mad with power.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **Demonic Spoon** on **June 22, 2009, 01:45:04 pm**

And loving it ;D

Also, this is a dwarf to my own heart, look upon her happiness during the carnage:



Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

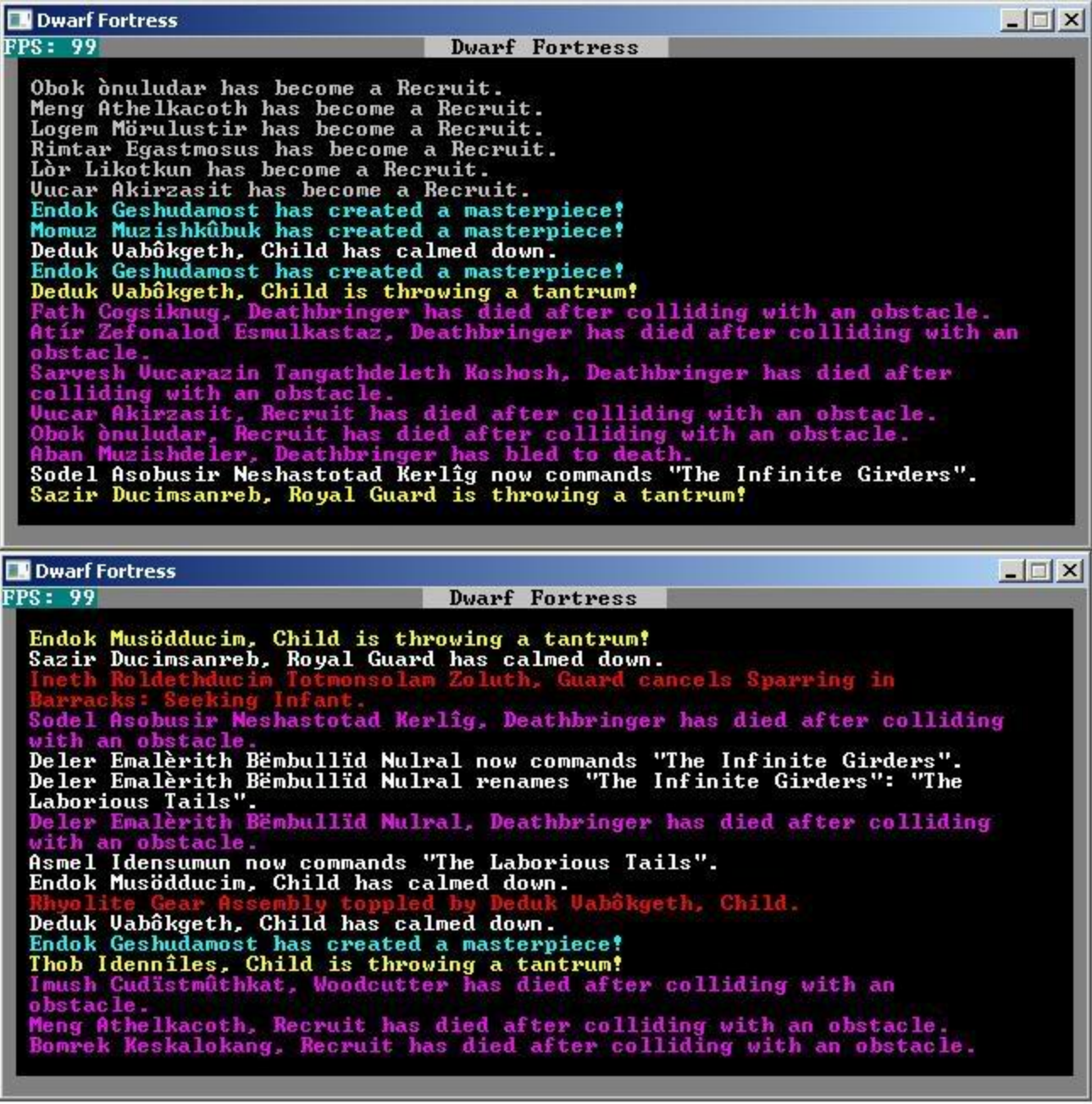
Post by: **nahkh** on **June 22, 2009, 01:47:22 pm**

Dare I ask what god is Momuz of?

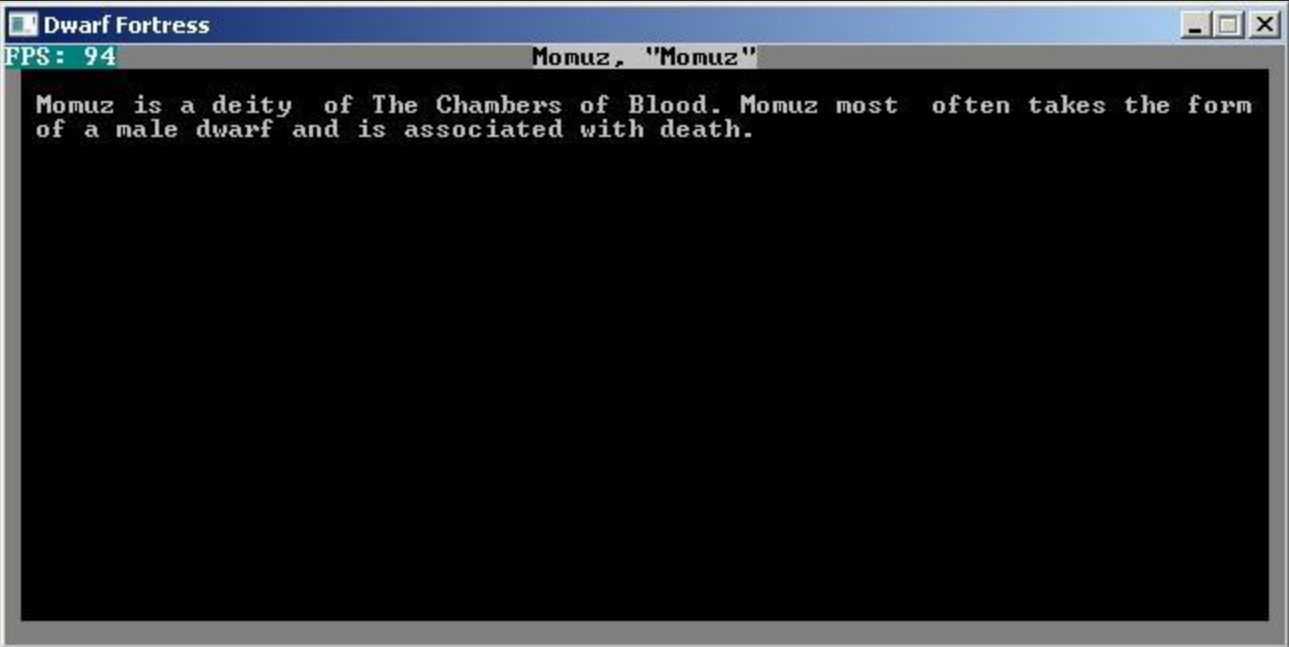
Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**

Post by: **Demonic Spoon** on **June 22, 2009, 01:58:21 pm**

Hehehe:



She just gets more awesome by the second:



Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **nahkh** on **June 22, 2009, 03:03:31 pm**

If you run this fort to the ground, do it with fire. I don't think anything else will wash away the filth.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Heron TSG** on **June 22, 2009, 03:08:51 pm**

At least I can say that I did the historic event of starting the cave river.

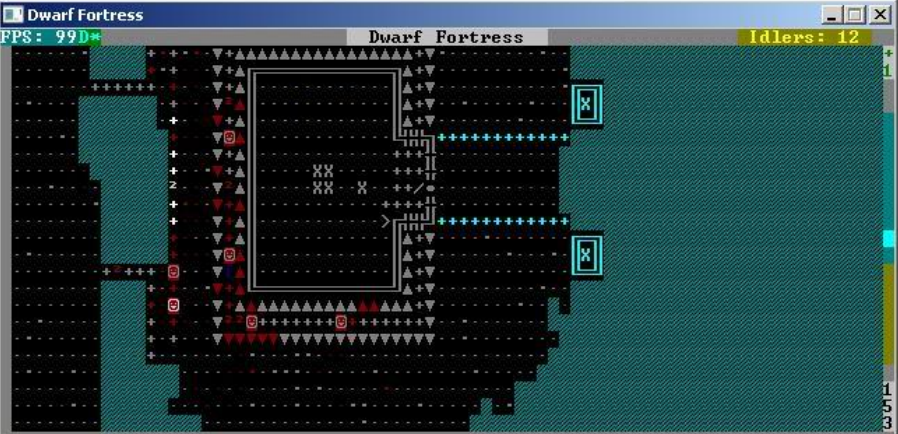
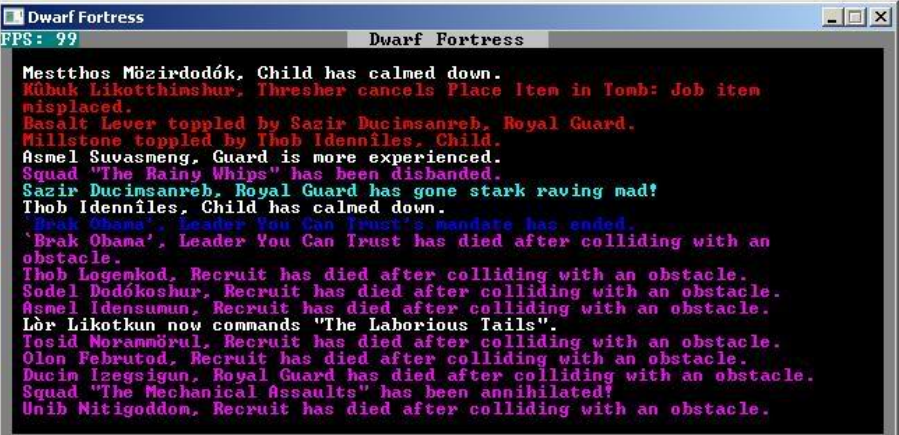
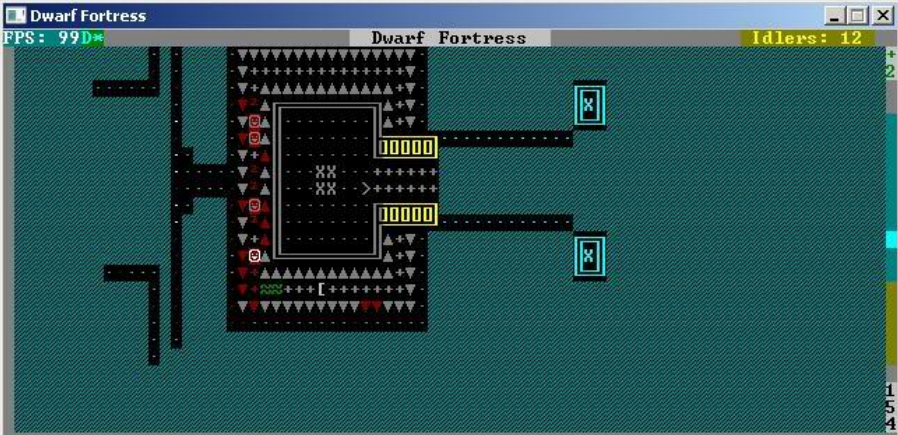
PS: Is Barbarossa Rushedroads, "Wise Guy" still alive?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Demonic Spoon** on **June 22, 2009, 03:12:19 pm**

Quote from: Barbarossa the Seal God on June 22, 2009, 03:08:51 pm
At least I can say that I did the historic event of starting the cave river.
PS: Is Barbarossa Rushedroads, "Wise Guy" still alive?

What? I started the cave river. And a Barbarossa extreme asskicker is still alive.

Also, more amputation was necessary:



Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Heron TSG** on **June 22, 2009, 03:14:24 pm**

WHAT?!

must have not saved... I passed it on right after I saw the first dribble of water enter the river... And I had renamed the Philosopher's profession ot Wise Guy...

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 22, 2009, 03:22:37 pm**

You know how you've never solved a tantrum spiral? Well. . . actually never mind. At least you've got a way to make sure we're done by July.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **abculatter_2** on **June 22, 2009, 04:19:02 pm**

YOU KILLED BRAK OBAMA!

YOU... YOU MONSTER!

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **nil** on **June 22, 2009, 10:12:50 pm**

You killed the Deathbringer veterans!? *Bastardo!*

The ghost of Nil will haunt you forever... and by 'haunt' I mean 'shoot you with a damn crossbow.' Only not really forever, just an hour or so ought to be sufficient.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Demonic Spoon** on **June 22, 2009, 11:40:00 pm**

Feel the love! ::)

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **nahkh** on **June 23, 2009, 06:41:45 am**

You killed everyone off yet?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 23, 2009, 08:59:25 am**

Hey, if nobody minds, I'm gonna start an alternate HFS ending.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Demonic Spoon** on **June 23, 2009, 12:42:04 pm**

What?! Suicide ending only!

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **ToonyMan** on **June 23, 2009, 12:47:28 pm**

This fortress is crazy.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Demonic Spoon** on **June 23, 2009, 01:08:41 pm**

Some of the peasants have been muttering something about killing the 'raving maniac' so I ordered Fluffy to be my bodyguard. Also, the purging continues.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Demonic Spoon** on **June 23, 2009, 03:14:15 pm**

I have decided to retire to my apartments and leave the ruling of the fortress to someone else, before this turns into a full scale rebellion

Save:

http://dffd.wimbli.com/file.php?id=1139

P.S. It would seem there's a turn up for grabs, who will claim it? Stay tuned as we find out in the next exciting installment of Sparkgear! We got Tantrum Spirals!

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 23, 2009, 03:25:14 pm**

I'll see if I can work on it later tonight, but anyone else is welcome to do it.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **nahkh** on **June 24, 2009, 05:58:00 am**

Well, this fort is definitely in its terminal stages.
I'll take a look at the current status once I get home from work, then either curse you all to hell and ragequit the forums, or start preparing for SparkGear Balboa.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **RavingManiac** on **June 24, 2009, 08:07:27 am**

Quote from: Demonic Spoon on June 23, 2009, 01:08:41 pm
Some of the peasants have been muttering something about killing the 'raving maniac'

:(

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Demonic Spoon** on **June 24, 2009, 08:13:03 am**

...the *other* raving maniac ;)

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 24, 2009, 04:46:25 pm**

I'm still working on a proper ending to Sparkgear. A non-suicide one.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **nahkh** on **June 25, 2009, 01:20:41 am**

Ah all is well then.
When I got home I was like "OMG NO INTERNETS. I gotta let them know I'm not online. Wait."

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **ToonyMan** on **June 25, 2009, 11:08:35 am**

Quote from: nahkh on June 25, 2009, 01:20:41 am
Ah all is well then.
When I got home I was like "OMG NO INTERNETS. I gotta let them know I'm not online. Wait."

You don't have any internet?! I'll fix that just listen to my advice.

talk *talk* *talk* *advicing* *advicing* *blarg*

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Demonic Spoon** on **June 25, 2009, 11:42:14 am**

Woah, that's some great advice ToonyMan.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **ToonyMan** on **June 25, 2009, 11:44:31 am**

nahkh should be able to use the internet now, watch. I'm amazing with my talking skills.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **Demonic Spoon** on **June 25, 2009, 11:54:47 am**

They're at legendary I assume?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **ToonyMan** on **June 25, 2009, 11:58:08 am**

Legendary +∞

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **nahkh** on **June 25, 2009, 01:29:33 pm**

Nope, can't read that ToonyMan.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **ToonyMan** on **June 25, 2009, 02:15:03 pm**

Ah shucks.

teleports away

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **nahkh** on **June 25, 2009, 05:31:48 pm**

So, how's the fort holding up, crash?

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 25, 2009, 06:56:14 pm**

I left the accidentally left the save at work, so it's going to be some time before I can get back on it. It sucks too. I was nearly done setting up.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **nil** on **June 25, 2009, 08:14:39 pm**

~~so now what?~~

~~weah there are a lot of bodies in this save..~~
glad to hear I don't have to deal with that mess...

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **crash2455** on **June 26, 2009, 12:16:33 am**

Okay, I got the save back. It turns out I had three different saves on my flash drive.

Title: **Re: SparkGear 2 - Balls of Steel (*inquire within*) (NSFW, language)**
Post by: **nahkh** on **June 26, 2009, 06:11:59 pm**

I'm officially declaring this fortress to be no longer active. Crash, feel free to take as long as you like cleaning up the map, then upload the save for posteriority.

I'll be posting plans for SG3 tomorrow.

Post site requests here!

Title: **Re: SparkGear 2 - Balls of Steel (*deader than a ... something really dead*)**
Post by: **crash2455** on **June 26, 2009, 06:52:49 pm**

Yeah, I've finished the gauntlet, but now I've discovered I need something to lure the stupid SoF down it. Hopefully I'll be done before tonight.

I'd suggest Dig Deeper to give us a bit of variety, but it tends to be unwinnable once you get to around 30 dwarves.

Title: **Re: SparkGear 2 - Balls of Steel (*deader than a ... something really dead*)**
Post by: **ArkDelgato** on **June 26, 2009, 06:55:14 pm**

A major river would be fun.

Like one of the 16 tile wide rivers.

Title: **Re: SparkGear 2 - Balls of Steel (*deader than a ... something really dead*)**
Post by: **nahkh** on **June 27, 2009, 03:29:33 am**

Au contraire, mon ami. Dig Deeper is totally playable. All you need is a nice army sized trap for the orcs. Also, it tends to keep the dwarf population down to manageable levels, which should do wonders FPS-wise.

EDIT: SG3 is now open for registration.

Title: **Re: SparkGear 2 - Balls of Steel (*deader than a ... something really dead*)**
Post by: **Heron TSG** on **June 27, 2009, 09:08:21 am**

We should get one of them HUEG waterfalls.

Title: **Re: SparkGear 2 - Balls of Steel (*deader than a ... something really dead*)**
Post by: **Demonic Spoon** on **June 27, 2009, 09:59:41 am**

I demand update!

Title: **Re: SparkGear 2 - Balls of Steel (*deader than a ... something really dead*)**
Post by: **crash2455** on **June 27, 2009, 03:24:37 pm**

Ah, I thought that Orcs had trapavoid. Are you talking about something like a drawbridge over lava?

Also, I should be posting the final fate of SG2 soon. It was a lot less epic than I anticipated, as SoF aren't really that motivated.

Title: **Re: SparkGear 2 - Balls of Steel (*deader than a ... something really dead*)**
Post by: **nahkh** on **June 27, 2009, 03:35:53 pm**

Yeah they probably looked over the remains of the fort and were like "Bitch please."

But orcs do have trapavoid. I was thinking of a floodable maze or something.

Title: **Re: SparkGear 2 - Balls of Steel (*deader than a ... something really dead*)**
Post by: **crash2455** on **June 27, 2009, 05:08:57 pm**

Video (kinda lame): <http://mkv25.net/dfma/movie-1490-theendofsg2>

Narrative (slightly less lame)
Spoiler (click to show/hide)

The captive goblins sat in their cage worrying, screaming at the stupid farmer to stop removing that wall, for behind that wall lay the dreaded Spirits of Fire, doombringers to all who live. What they did not know, however, was that the farmer intended to open this wall and let the Spirits loose, so that they may attempt to attack and ultimately be stopped by a wall of dwarven champions. The poor farmer also knew that he would not see the final and glorious victory that his champions would take, as these demons would engulf him fully and entirely. He just wished the damn goblins would shut up.

As the last brick came down, smoke belched from the newly formed hole in the wall, and the farmer quickly opened the cage, knowing that even goblins deserve a fair fight. It wasn't even one second after opening the door that a wave of fire passed over him, burning him to cinders.

The goblins, knowing there was no chance to escape, let out their best goblin battle cry and charged the spirits head on. They fought their best, but their iron weapons were no match for the incorporeal fire that soon engulfed them, filling the room with smoke and making the battle indecipherable. When everything cleared, there was a pile of goblin bones, charred flesh, molten iron, and 5 very pissed-off fire spirits standing at the door.

The door was no match for the blazing entities, and melted down to its core components as they stepped near. Before them was a hallway longer than the eye could see. The spirits were unaware that above the visible hallways were one thousand boulders set to fall on any trespasser. It was no matter for the sprits, though, as they floated over the pressure plates, leaving a trail of molten granite in their wake. Occassionally, a stone would fall, but the spirits' raging inferno liquified the stone before it was within 5 feet of them. The spirits eventually tired of this maze and instead started plowing through the walls until, at last, the pathway opened up into a wide room.

As the spirits entered, a labyrinth of chest-high walls emerged from the floor, a voice off in the distance issued an order to fire, and a hailstorm of bolts and boulders rained upon the spirits, impaling 2 of them with pure adamantine. The sacred metal quenched the flame within, and with an infernal scream, the spirits were no more. A second volley of bolts rained down, but the demons were prepared this time, moving more quickly than the eye could follow. Before the third volley could begin, the spirits had discovered the location of their attackers, and began boring holes through the fortifications. The siege operators ran for their lives, but the champions stood steady, about to begin their last stand.

Nil, commander of the Deathbringers, held his adamantine battle axe high and issed the order to charge. The spirits englufed the Deathbringers in a river of flame, but the soldiers' charge did not cease. They quickly felled one spirit injured by the adamantine missiles. As another volley of bolts rained overhead, the squad engaged the infernal spawn, but to their dismay, the spirits were outstanding combatants and vicious fighters. The Deathbringers fell one by one until Nil was the only one left standing. His adamantine plate had begun to crack under the constant heating and cooling involved with fighting the enemy, and ceased to be any protection whatsoever. With a scream, he shattered the remaining armor from his backside and charged the demons, protected now only by his kilt and beard.

Nil leapt high into the air and brought his adamantine blade down upon a demon's head, as the sacred weapon cleft the beast in two, its flame sputtered and hissed out of life. He charged the remaining spirits, but his skin was not the amazing flame deterrent he had hoped for, and as he sustained massive injuries, he choked on his own smoke underground. He looked up at the towering blaze and knew that he would not be saved.

As the spirits snuffed the life out of Nil, they turned their focus to the marksdwarves, who launched their last volley of adamantine bolts. The spirits dodged the projectiles with ease, and flew towards the squad. Zan Cerolnom, commander of the Demonhunters, knew that this was now a hopeless battle. He gave the order to charge, and issued an order to a lone recruit in the back. The recruit acknowledged and began running towards the door. The Demonhunters met the spirits with force, but their expertise in ranged combat gave them little aid in this battle. The soldiers fell quickly. Zan was thrown against a wall by a wave of flame. Dazed, he looked for his weapon, but felt a sharp pain in his leg. He tried to move it, but the limb was pointing the wrong way. As he looked up and saw the demons slaughtering his men, he heard a faint clicking, followed by a much louder sound of metal rattling. He knew his order had gone through. He smiled weakly and looked at the ceiling, which began to crack and crumble. It soon gave way, and Zan was at peace.

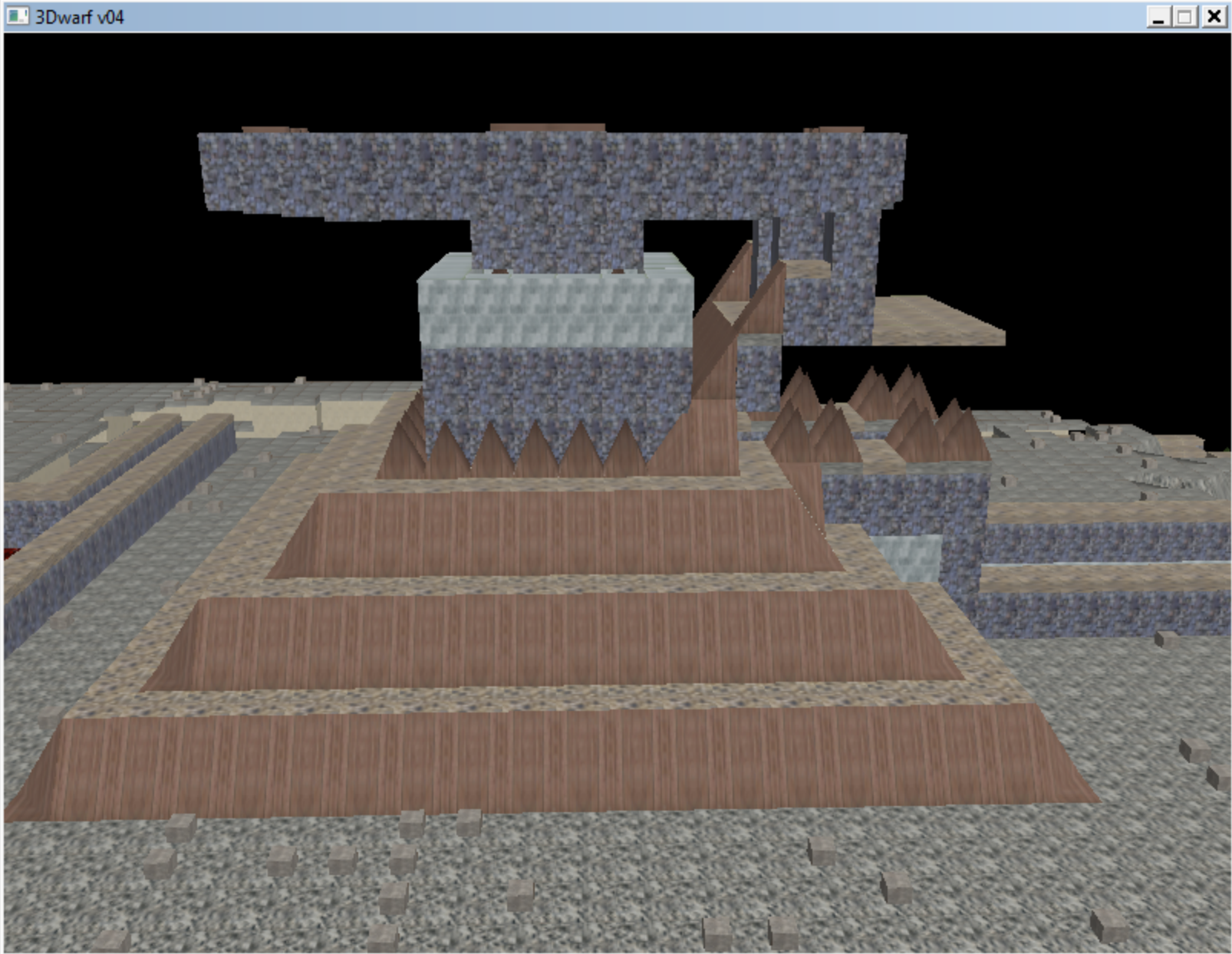
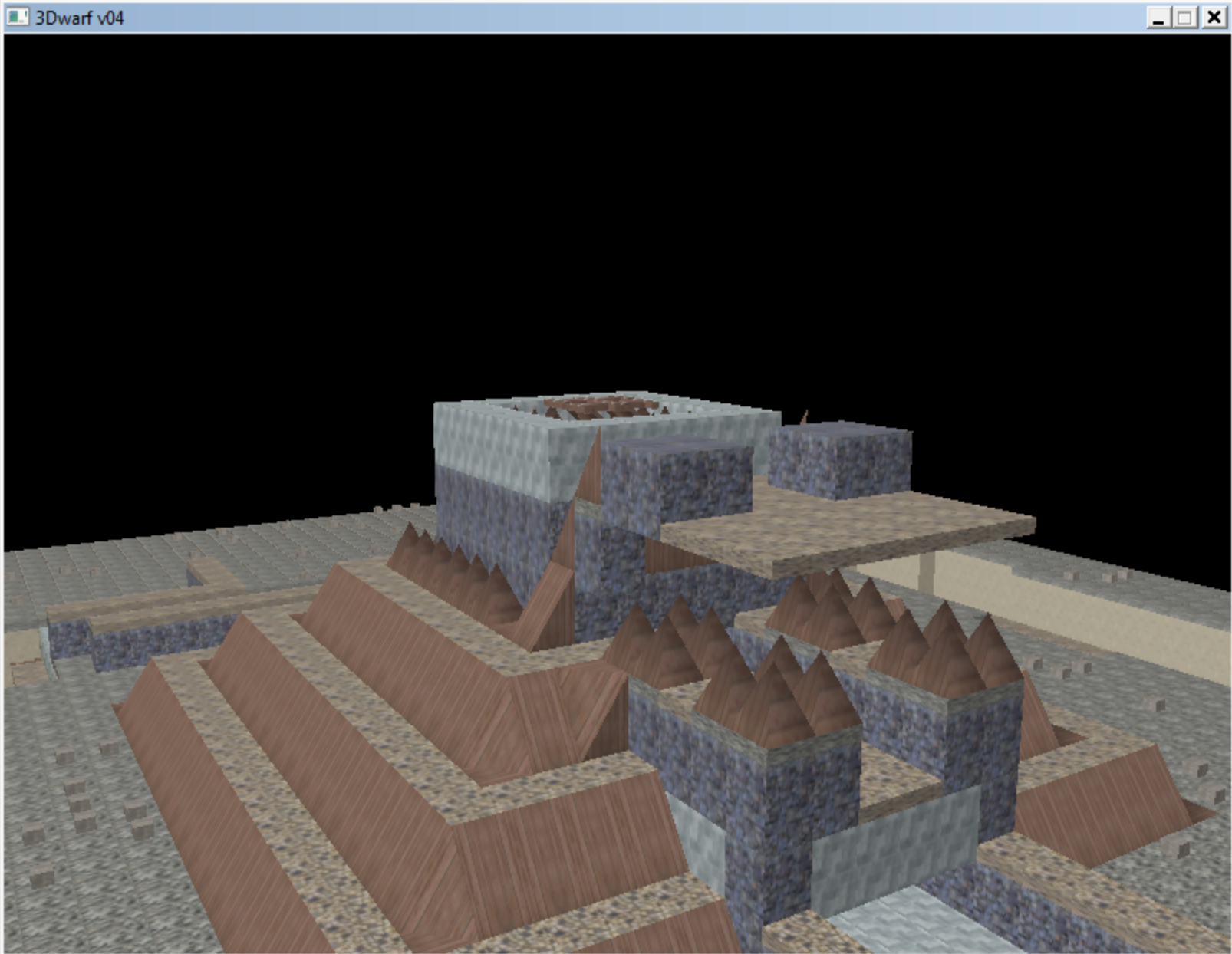
The dwarves of Sparkgear knew that their plan would not hold the demons for long, and so their fate was decided.



(Note to self: Get more pronouns)

Also, some final pictures of the fort:

[Spoiler](#) (click to show/hide)







Title: **Re: SparkGear 2 - Balls of Steel (*deader than a ... something really dead*)**
Post by: **ToonyMan** on **June 27, 2009, 05:20:16 pm**

SoF are my favorite demons too. Why so lame SoF?!

Title: **Re: SparkGear 2 - Balls of Steel (*deader than a ... something really dead*)**
Post by: **Demonic Spoon** on **June 28, 2009, 01:15:32 am**

Hey! I executed all the Deathbringers! Why'd you have to go and ressurect all the dead poeple? That's always trouble that is.

Title: **Re: SparkGear 2 - Balls of Steel (*deader than a ... something really dead*)**
Post by: **crash2455** on **June 28, 2009, 03:19:09 pm**

I didn't resurrect them so much as I completely ignored your ending.

Title: **Re: SparkGear 2 - Balls of Steel (*deader than a ... something really dead*)**
Post by: **Urist is dead tome** on **December 11, 2010, 04:52:53 pm**

Is this fort still open for volunteers?

Title: **Re: SparkGear 2 - Balls of Steel (*deader than a ... something really dead*)**
Post by: **nil** on **December 11, 2010, 05:42:02 pm**

heh well the last post was a year and a half ago and there were at least 7 new sparkgears after it, so not really. ;)

Check out <http://www.bay12forums.com/smf/index.php?topic=70344.150> , it looks like it's trending towards defunctness but it was ran by the same Sparkgear rules and was active just a couple weeks ago.

Title: **Re: SparkGear 2 - Balls of Steel (*deader than a ... something really dead*)**
Post by: **Urist is dead tome** on **December 11, 2010, 06:13:10 pm**

Ya didn't have to make me look stupid. Although frankly I walked right into that one.

Title: **Re: SparkGear 2 - Balls of Steel (*deader than a ... something really dead*)**
Post by: **nil** on **December 11, 2010, 08:10:34 pm**

no insult intended! we've all been there once or twice.

Title: **Re: SparkGear 2 - Balls of Steel (*deader than a ... something really dead*)**
Post by: **Urist Imiknorris** on **December 11, 2010, 08:20:45 pm**

Actually, there were about twelve SG's after this one.

Title: **Re: SparkGear 2 - Balls of Steel (*deader than a ... something really dead*)**
Post by: **Demonic Spoon** on **December 12, 2010, 05:08:40 am**

Ahahaha! Anyway the save is still here somewhere so feel free to play it.

Title: **SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **nahkh** on **June 27, 2009, 04:16:13 am**

Ok you sons of goblins, it is time to start preparing for next months SparkGear.
It looks like it's turning into a twisted little mockery of a tradition already.

Disclaimer

This fortress has now reached legendary status.
It's also the creepiest fortress I've seen,
with longer and bloodier history than any other.
Currently we have approximately one hundred
and eighty
dead dwarves to around fifty living.
The fortress is full of grand, beautifully engraved
halls,
barely used, now filling with cobwebs and dust.
Corridors form a twisty and confusing maze,
and there are levers everywhere. Marked? Hell
no.
There's barely a place left where there hasn't
been a murder,
suicide, starving to death or cut to pieces by
orcs
(and don't even get me started on the zombie
wyverns).
Our noble housing is located inside an engraved
obsidian tower,
that was created when our defenses
malfunctioned
(it was still a beta, after all)
and magma flowed down the corridors into a
pool,
previously full of zombies.
Now the pool is a park, and the noble housing
stands empty,
since we don't have any fucking nobles.
Surrounded on all sides by fields of blood,
abandoned equipment scattered about,

the fortress looms over a lake of magma,
like a shapeless monster, waiting.
And yet, the migrants come.

So, I ask you, are you ready for

SparkGear 3

[size=8]-With A Vengeance-[/size]

(not for children, elves or the faint of heart)



For the uninitiated, SparkGear (or SG, or that fucking disaster as it's lovingly called) is a type of succession game where each turn is measured in real time, not game time. Since we're all extremely dorfy and well-endowed we play for one 24h period. The turn is switched at 22 GMT (definitely not chosen for my convenience. It just coincidentally hits midnight in my timezone). Being late means the next player can either choose to wait or just discard you turn and play from the previous save. Experience has shown that groveling works.

In previous incarnations there haven't been really any rules to speak of. This time around, I propose an addendum: In the interest of keeping the FPS low, DO NOT LEAVE STONE LYING AROUND. You dig it, you dispose of it. Violation of this rule may induce verbal abuse and visceral mockery by other players. This is more of a guideline than a strict rule, some stone is bound to be left around, but PLEASE FOR THE LOVE OF ARMOK don't bury us in stone. Try to use all the stone you dig out. Like what I did with that fuckhuge statue.

Player signups (dates in July, naturally. The exception being me, I'm going to prep the site in June):

Turn	Player	Achievements
initial:	Nahkh	HUEG statue,awesome mural, death by construction accident.
1.	Barbarossa the tl;dr	Charged an orc siege and got everyone killed. [FAIL]
2.	ArkDelgato the Defiler	Fixed the tantrum spiral [AWESOME]
3.	Demonic Spoon the Impaler	Gave up [FAIL], passed the turn to ArkDelgato for awesome
4.	abculatter_2	Zombie wyverns and zombie giant eagles. [HILARIOUS] handed the rest of his turn to nil for awesome
5.	Skid	Killed off our military to goblins, including Ark. Stopped a tantrum spiral, had starvation [MIXED]
6.	cerapa	Fixed food issue, some food-related deaths [SO-SO]
7.	nil	Further stabilization, a couple of deaths by orcs [GROOVY]
8.	crashNAHKH	Kicked ass like the unholy love-child of Chuck Norris and River Tam.

	Got magma, made forges, replenished food and booze.[MANLY]
9. Aldaris	RETOOK THE OVERFORTRESS! [GREAT JUSTICE]
	(actually, he kinda sucked at keeping dwarves fed and drunk)
10. Kamrusepas	No reply. abculatter_2 played a bit but gave up. FORTRESS REORG COMING UP
11. Nahkh	FIXING THE FORTRESS. Imma patchin holes here.
	Permanently fixed the booze issue, beefed up the defenses,
	DEFEATED AN ORC SIEGE. [PARAGON]
12. Wimdit	Began construction of an orbital magma cannon,
	KILLED BUTTERCUP's BABY. Dakost the Mighty is dead too.
[NYOR~ON]	
13. Barbarossa	Located Adamantine, got nobody killed, excavated huge areas.
	Gave half a turn to Iluogo. [IMPROVED FROM LAST TIME]
13.5 Iluogo	Constructed OCDS, GOT EVERYONE KILLED, AGAIN. [FAIL]
14. Samus127	Ryan the God-King of dwarfkind was killed. That seems to be a
	recurring theme here. Also began construction of FUCKAWESOME
	magma defense system (different from the orbital thingy).
[DASTARDLY]	
15. Demonic Spoon	The king arrived, and fucked everyone up.
	Then went mad and died.[AWESOME]
16. Crash	Put finishing touches on the magma defense, now just needs testing.
[NICE]	
17. Demonic Spoon	[fastest turn request in the west] Readjusted the magma defense system,
	and then he fired it. There is magma inside the fortress. Why is there
	magma inside the fortress? [WHAT IS THIS I DON'T EVEN]
18. Tarquinius	Improved efficiency, made things neater, expanded the fortress
	[MODEL CITIZEN]
19. iluogo	Some decorating, including a magmafall. [NOT BAD I GUESS]
	[HOLY CRAP THAT MAGMAFALL IS AWESOME]
20. Skid	Wound up reverting to the old save after food related incdients [FFF]
21. Akreaveter	No-show [FAIL]
22. nil	Converted the pool into a park, refined our magma defenses, mined
	some adamantine, got migrants to the creepiest place on earth,
	took some 3Dwarf pictures (on page 33)[JUST AS KEIKAKU]
23. crash2455skaltum	Built some more creepy hallways and mausoleums, as well as
	recording a suicide. Jumping into magma seems the most the most
	popular method. Also made some graffiti art. [MEH]
24. iluogo	Built an arena, held the fort together. Gave rest of turn to DS
24.5 Demonic Spoon	Didn't kill too many dwarves, exterminated some zombies.
	General repairs in the overfortress.[DECENT]
25. Tarquinius	Got migrants, and expanded the living quarters to accommodate.
	Started a largeish silk industry. [POP GROWTH FUCK YEAH]
26. Demonic Spoon	Dealt with more orcs and zombie wyvern. Upgraded the cannon to
	v1.2 [IL MAGNIFICO]
27. Kamrusepas	Rocks fall, everyone dies. [FAIL] Reverted to old save, after which
	I, Nahkh, kicked it around some. FPS is really bad. [MEH]
28. Barbarossa	DS
29. ToonyMan	
30. Samus	
31. FiliusenoX	

So. The site. It's totally awesome.
We've got magma, a bit of a river, an underground pool and HFS. Plus it's a terrifying mountain, and we're using the Dig Deeper (<http://www.bay12games.com/forum/index.php?topic=35736.0>) mod. It should keep things nice and hard-as-aids challenging.
(Later edit: OH GODS WHAT HAVE I DONE?)

Everyone is welcome here. Even ifEspecially if you have no idea what you're doing. Remember to say which day you want in your "Me too!"-post. If none is provided I'll just sign you up for the first available date.
To play, you will need a copy of DF 40d (d11 or d12 should work too) with DD installed.
Here's a prepackaged folder (<http://dffd.wimbli.com/file.php?id=1154>) for you, courtesy of crash2455 (blessed be his name).

Some general notes about the game: I hate micromanagement. Don't expect me to be there to hold your hand if you run into problems. I just keep the player list up to date. If it's your turn, you're the boss. If the previous guy is late, you decide the fate of his save. Et cetera. I'll just be providing very friendly commentary and taking the occasional 3d picture of the current fort.

So, here's a link (<http://mkv25.net/dfma/map-6495-sparkgear3>) to the archived maps of the place. Reading the thread through and examining the maps and their POIs in detail is essential to understanding the fortress layout. It's the most confusing mess I've ever seen. The corridors and other connections get redesigned all the time, so understand the historical reasons why something is like it is is pretty important. If you're strapped for time, checking the map from early summer 217 is a

good way to get ahead, it's pretty recent and has most of the necessary information in POIs.

If you've missed out on the previous SparkGears, the threads are still there for you amazement.

SparkGear, the one that started it all, may be found here (<http://www.bay12games.com/forum/index.php?topic=35238.0>). It included a gigantic skull over the entrance (unforgivably defaced later), kitchens made of pitchblende (that's uranium, folks) and royal bedrooms one square away from the pits. The fort ended due to FPS problems and lack of challenge (after we killed the HFS).

SparkGear 2, the successor, the golden boy, the miserable hole. It included crazy megaprojects, tantrum spirals, massive executions and a phallic tower complete with testicles. We even had an automated spike trap. It ended in fire and mass executions. If you really must, you can see it here (<http://www.bay12games.com/forum/index.php?topic=36550.0>).

Other notes: LEARN THE MOTHERFUCKING GMT SYSTEM YOU FUCKING AMERICANS. I HATE YOUR STUPID TIMEZONE IDIOCY. If you don't know your timezone in GMT, you have no excuse (<http://wwp.greenwichmeantime.com/gmt-converter.htm>).



SparkGear
Spawning more sigs than you can shake a stick at.

Title: **Re: SparGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Aldaris** on **June 27, 2009, 05:46:06 am**

Sign me up for the 9th, please.

As for the site:
River: Yeah
Magma: We must have it.
HFS: N/A
Underground water: Must have
I think mountain with either desert or glacier/tundra, sand if possible.

And about the stone: Let's say we get rid of any stone within the actual fort, the mines are only to be cleared out in periods of stability and unemployment.

Title: **Re: SparGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **June 27, 2009, 06:25:48 am**

Last time we got people digging huge exploratory tunnels criss-crossing throughout the map, leaving huge amounts of stone lying about, bringing the FPS to it's knees. Just so you know.

Title: **Re: SparGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **June 27, 2009, 09:02:49 am**

Me next!

EDIT:
Area: **Terrifying**/Merely savage
Terrain: **Mountains**/Ocean shore/Tundra/Desert
Aquifer: **Y**/N
River: **Y**/N
Magma pipe: **Y**/N
HFS: **Y**/N

Title: **Re: SparGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ArkDelgato** on **June 27, 2009, 09:33:23 am**

Ding, Time to fuck up some art project you make.

Sign me up.

Title: **Re: SparGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **June 27, 2009, 09:44:36 am**

Sign me up as well please, also anything is suitable as long as we have a magma pipe and underground river.

Title: **Re: SparGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nil** on **June 27, 2009, 09:53:44 am**

Sign me up for the eighth...

I vote for a haunted beach with magma.

Title: **Re: SparGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **June 27, 2009, 10:05:22 am**

Also, I vote that we mod in spirits of fire as a playable adventurer so we can inspect the ruins of our fortress after it is inevitably destroyed.

P.S. You misspelled SparkGear in the title.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **June 27, 2009, 11:15:57 am**

Hmh? I did no such thing.
That, combined with your elvish pessimism is definitely marking you as a potential traitor. I'll have the royal guard keep an eye on you.

Incidentally, I've yet to see any votes on the new rule.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **June 27, 2009, 11:21:49 am**

I will try to keep to it if it passes but I fear that it would consume valuable dwarf labour that could be better used to make fuck the world devices.

P.S. Don't I get a cool title as well? :(

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Skid** on **June 27, 2009, 11:31:36 am**

Area: **Terrifying**/Merely savage
Terrain: **Mountains**/Ocean shore/**Tundra**/Desert
Aquifer: **Y**/**N**
(Underground) River: **Y**/N
Magma pipe: **Y**/N
HFS: **Y**/**N**

I'll take the 5th.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **June 27, 2009, 11:32:20 am**

It wouldn't significantly reduce dwarven labor, it would instead encourage people to keep their digging limited. Slowing it down a bit, as it were.
Just designate the stone to be dumped as you dig and designate some stone haulers.

So far terrifying mountains with magma pipe, hfs and underground river are winning. I doubt we could find mountains with an aquifer though. (maybe aquifer on part of the map? Do we really need it with an underground river?)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **June 27, 2009, 11:37:16 am**

Quote from: nahkh on June 27, 2009, 04:16:13 am

3. Demoniac Spoon the Impaler

:D Thanks. I vote for the no stones rule.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **June 27, 2009, 11:44:09 am**

This is in no way a reference to Prince Vlad III the Impaler, AKA Dracula, and the recent MASS MURDER you performed in SG2. No no. It's a compliment on your manhood.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **cerapa** on **June 27, 2009, 11:54:27 am**

6th for me.

I have never had a military so you can say goodbye to all the dwarves you know and love. And the turn ends are midnight for me too...or is it 1 am. Im confused about that.

I vote for the stuff Skid voted for and the stone rule.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **June 27, 2009, 11:58:00 am**

Quote from: nahkh on June 27, 2009, 11:44:09 am

This is in no way a reference to Prince Vlad III the Impaler, AKA Dracula, and the recent MASS MURDER you performed in SG2. No no. It's a compliment on your manhood.

So sigged

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **crash2455** on **June 27, 2009, 03:29:38 pm**

Sign me up for the eighth.

Also, I believe that as for stones, we should employ a rule of Equal and Opposite Stonework. For however much stone you dig out, you **MUST** build a megaproject of at least that size.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **cerapa** on **June 27, 2009, 03:34:12 pm**

May I ask for my name to be spelled right?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Skid** on **June 27, 2009, 03:37:22 pm**

I second crash2455's suggestion.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **June 27, 2009, 03:42:51 pm**

Sure thing cerapa. That about right?

crash: Well that does get rid of the stone. Fine by me.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **crash2455** on **June 27, 2009, 05:09:35 pm**

Posted an epilogue to SG2, including a narrative that is far better than what actually happened:
<http://www.bay12games.com/forum/index.php?topic=36550.msg622810#msg622810>

Also, demo of TRAPAVOID: <http://www.mkv25.net/dfma/movie-1491-sofvstraps>

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **abculatter_2** on **June 27, 2009, 11:21:38 pm**

Sign me up for day 4, please.

For the site:
Area: Terrifying, with only orcs and goblins for neighbors.
Terrain: Mountains/Tundra/Desert. Figure it out.
Aquifer: Depends on what other water sources there are.
River: Would be nice. Make it underground for bonus points.
Magma pipe: Y
HFS: Y

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **June 28, 2009, 08:35:34 am**

Ok, current winner seems to be:
Terrifying mountains
underground river
magma pipe
HFS

With orcs in play, having only orc neighbors happens quite often.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **June 28, 2009, 03:33:32 pm**

Update: I've managed to gen a 3X4 site with terrifying mountains, magma pipe, a bit of a brook, an underground pool and HFS. It turns out it's damn hard to get a 4x4 site or smaller with a magma pipe, underground river and HFS.

It's likely this site will be used for great justice.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **June 29, 2009, 12:41:52 am**

All are guilty, they simply have different degrees of guilt...

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **crash2455** on **June 29, 2009, 02:33:41 am**

It's that line that makes me worry about the possible return of the SG Space Program.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **June 29, 2009, 06:00:43 am**

I don't think that's what "great justice" means.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **June 29, 2009, 07:01:39 am**

In any proper system of justice the punishment for guilt of any degree should be death :).

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Kamrusepas** on **June 29, 2009, 07:16:44 am**

Sign me up. however due to College my turn might have to be skipped (but unlikely).

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **June 29, 2009, 07:23:54 am**

Welcome aboard. :)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **June 29, 2009, 07:37:32 am**

I signed you up.

DS: [http://en.wikipedia.org/wiki/Draco_\(lawgiver\)](http://en.wikipedia.org/wiki/Draco_(lawgiver)) ([http://en.wikipedia.org/wiki/Draco_\(lawgiver\)](http://en.wikipedia.org/wiki/Draco_(lawgiver)))

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **June 29, 2009, 08:24:51 am**

I'm flattered ;D

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Tarquinius** on **June 29, 2009, 09:06:37 am**

I'll take the 11th. I must admit though, I'm not the greatest Dwarf Fortress player.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ArkDelgato** on **June 29, 2009, 09:17:08 am**

Quote from: **Tarquinius** on June 29, 2009, 09:06:37 am

I'm not the greatest Dwarf Fortress player.

This will only make the story more fun.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **June 30, 2009, 12:01:09 pm**

Hokay.
Here's the low-down. I'll upload the modded game folder to dffd, and the save just before GMT 22. That way we only have to pass around the save. Good, yes?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Kamrusepas** on **June 30, 2009, 02:35:58 pm**

Quote from: **nahkh** on June 30, 2009, 12:01:09 pm

Hokay.
Here's the low-down. I'll upload the modded game folder to dffd, and the save just before GMT 22. That way we only have to pass around the save. Good, yes?

Why wouldnt that be fine? xD

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **June 30, 2009, 03:29:13 pm**

Well my browser seems to have collapsed on dffd. Will have to find alternative form of distributing the modified game.

Also, my megaproject T_T It will be unfinished.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **June 30, 2009, 03:45:10 pm**

Okay. My internet seems so flaky that any kind of upload bigger than a DF save isn't gonna work.
To play: Download and install Dig Deeper. Just follow the instructions. Easy. Like your mom.

The save:<http://www.mediafire.com/?ix9zbu1b1yn> (<http://www.mediafire.com/?ix9zbu1b1yn>)

The map: (coming later)

Story:
[Spoiler](#) (click to show/hide)
Within a tattered diary

The winds of fate test me yet again. After the destruction of my second fortress, obviously through no fault of my own, I found myself wandering in the wilderness once more. I was beginning to feel a little alarmed, what with the howling of elves and all, but my keen sense of direction did not lead me astray! I found civilization once again. Well not so much civilization, perhaps a small band of dwarves. And by small I mean six.

Anyway, after trading stories (of which they were suitably impressed), they asked me to join them. Lacking options, I did so. They told me they had been ordered to form a small outpost to ward off marauding orcs in the area. Looking at them they hardly seemed like great warriors. Undoubtedly they managed to annoy the local baron, and getting sent to a slow, agonizing death out in the peripheria. After some consideration I revealed to them that I was indeed a Royal Architect. Once again, they were suitably impressed by my royal seal and Certificate of Excellence from Olon Bridgetraps' Academy of Engineering. No need to mention to them that my status is currently suspended, and my grades averaged out to Pump Operator. Hah. Those idiots at the academy wouldn't recognize genius if it grew legs and kicked them in the beard. And by the look of these idiots I shouldn't have too much trouble taking control of this little expedition. Perhaps we will have a chance to create a little something. Something nice and modest, perhaps. Yes.

A later note

At last, we've arrived. A desolate little piece of mountains, for sure. Since on all previous occasions I've given lofty names to the fortresses, and they have all ended in fire and tears, I've decided to try to change my luck. It seems in my case Nomen non Omen est. So perhaps... by giving a fortress a miserable enough name, I will have good fortune here!

Addendum: After some consideration, I've decided to name the fortress GearSpark the Fortress of Failures. My companions seem a little miffed, so I told them it was the latest thing in the royal court. Naming your forts backwards like that. They bought it, hook, line and sinker. Heh. Suckers.

Later note



Since this is, after all, a military outpost under constant threat of orcish invasion I've decided it best to devote our entire workforce to constructing defenses. It seems only sensible, and was met with great relief by the workers. I chose a defensible spot between four small hills. Turning the hills into fortifications should be no challenge at all.

Thinking of the future, I've also ordered the construction of a great tunnel into the depths. I plan to place the future Low City deep below the surface, safe from orcs, carp and the sun. Currently it leads nowhere, but I think it was a nice gesture. I've ordered some living quarters built inside the northwestern hill. Arable soil is located conveniently nearby, as I currently do not have the time and patience for redirecting the river.

I've also decided to let Catten the Farmer to take care of the daily business of running the fort. This will both allow me to focus on the Most Important Work of design and artisanship, and fool the rest of the kingdom into thinking he's actually in charge, allowing my work to continue uninterrupted.

Later date

The caravan traders came by today. I hear they brought nothing of value, not that we have anything to trade anyway. Fortunately that is Cattens problem now. I've focused my efforts on creating an artistic mural surrounding the entrance into the Low City. Perhaps the gods will see fit not to deface my art so much if they can directly see it.



Later date, in late autumn
We received a swell of immigrants today, doubling our numbers. Good, this will allow my work to continue uninterrupted.

Later date, in spring
The elves came, the gates remained closed, the elves left. As it should be.
Also, we received a large number of new immigrants. I've ordered a nearby forest clearcut to make enough beds for everyone.

One of the newcomers went berserk, but he was put down by our most efficient miners. I didn't know him. One of the benefits of Cattan is that I no longer have to bother learning the names of all these plebs.

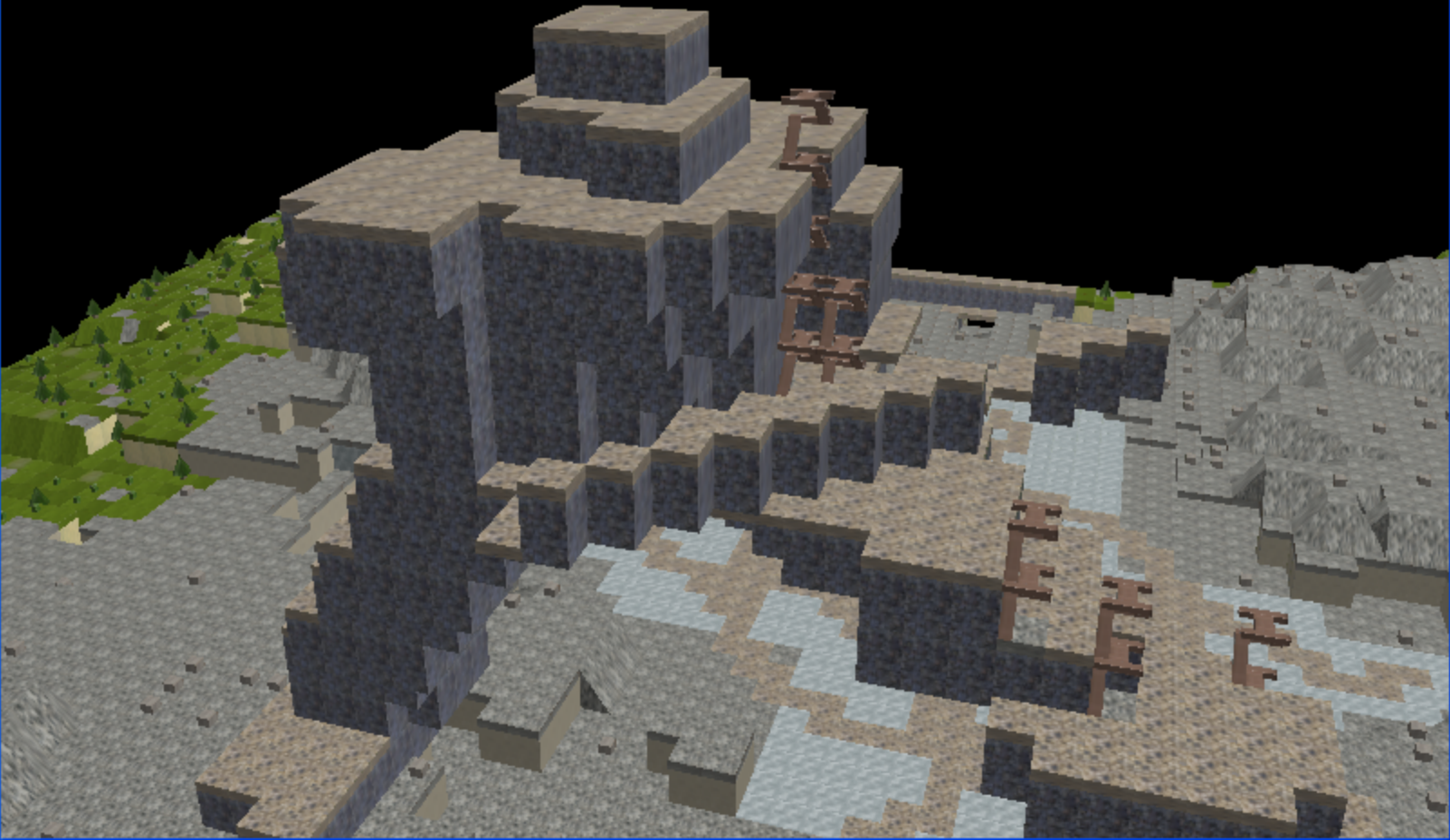
We had a pair of kobold thieves sneak in. They were quickly dispatched. The fools. Don't they know who they're dealing with? We definitely need some kind of a marker. Something that'll let them know that we're here, and we will not move.
Hmm.

Later date, in hasty scribble
THAT'S IT! A STATUE! A GIANT STATUE OF AN AXEDWARF!
Oh this will be glorious. Surely this will overshadow ALL my previous work. It will overshadow ALL work made by EVERYONE.
I must gather a workforce.

Addendum: I've ordered a third of the current population to pick up masonry. I'm having the miners excavate some more felsite for our needs.

Later date
We had a construction accident today. Only one casualty. Acceptable losses for our supremely great work. Truly this will carve the name of Nahkh into the books of poets all across the land.

Later date



The construction is progressing well. The main statue is mostly complete, with only arms and the axe to be built. I must go and oversee the construction personally. This is too important to leave for amateurs.

The hands are such a difficult part to portray properly.

Read the story first, then this.

[Spoiler](#) (click to show/hide)

A section of the cavern has collapsed!
Mosus ~sbomrek~ Planter cancels Plant Seeds: Unconscious~
Zulban Identon~m~ Weaponsmith cancels Give Water: Need empty bucket~
~Nahkh~ R~led~m~ the Illustrious has died after colliding with an
obstacle~

This is now canon. Ding dong the witch is dead.
Looks like the name wasn't so lucky after all.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **crash2455** on **June 30, 2009, 05:35:48 pm**

There's not nearly enough room for the beard.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **June 30, 2009, 05:50:54 pm**

Yeah well, it turned a little wonky in a lot of ways. I think it fits.

[If you seriously want to improve on it, make the head bigger, double-layer the beard and finish the arms and axe. Also, rebuilding the left leg might be a good idea. That's one seriously disfigured puppy right there.]

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ArkDelgato** on **June 30, 2009, 06:05:50 pm**

[Quote from: nahkh on June 30, 2009, 03:45:10 pm](#)

Read the story first, then this.
[Spoiler](#) (click to show/hide)

A section of the cavern has collapsed!
Mosus ~sbomrek~ Planter cancels Plant Seeds: Unconscious~
Zulban Identon~m~ Weaponsmith cancels Give Water: Need empty bucket~
~Nahkh~ R~led~m~ the Illustrious has died after colliding with an
obstacle~

This is now canon. Ding dong the witch is dead.

<http://www.youtube.com/watch?v=-Jgma--0WYU>

Oh Nahkhy boy, the floor, the floor, is falling
From end to end, and deep in the mountain side
The artist's gone, and all our hopes are dying
'Tis you, 'tis you must go and I must bide.
But come ye back when elves are in the meadow
Or when the valley's hushed and red with magma
'Tis I'll be here in shadow or in (more) shadow
Oh Nahkhy boy, oh Nahkhy boy, I ruined your forts.

And if you come, when all the dwarves are dying
And I am dead, as dead I will (undoubtedly) be
You'll come and find the place where I am lying
And kneel and say a "good riddance" for me.

And I shall hear, tho' soft you tread above me
And all my dreams will dark and dwarven be
If you will fail to tell us how to build it
I'll simply party in the dining room until you draft me.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **June 30, 2009, 06:13:20 pm**

So, I shall be starting my reign of terror shortly?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **June 30, 2009, 06:22:34 pm**

Barbarossa: Begin whenever you choose.

ArkDelgato: That's... surprisingly beautiful. Thanks.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **crash2455** on **June 30, 2009, 06:47:30 pm**

Two things:

- 1) 40d with Dig Deeper: <http://dffd.wimbli.com/file.php?id=1154> (should work, if it doesn't well them's the breaks)
- 2) After looking at the save, I can safely say that Barbarossa's gonna have a lot of fun (<http://dwarf.lendemaindeveille.com/index.php/Fun>) in this next turn. In fact, I don't think nahkh could have left it any more fun.

Also, I could upload the map, if that is your desire.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **abculatter_2** on **June 30, 2009, 07:17:41 pm**

Quote from: crash2455 on June 30, 2009, 06:47:30 pm

Also, I could upload the map, if that is your desire.

Upload it. I want to see this statue.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **June 30, 2009, 09:43:58 pm**

downloading.

PS: You just replaced "Danny" with "Nakhy" and added dwarven words, didn't you?

still good though.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Wimdit** on **June 30, 2009, 09:52:03 pm**

I'm taking the twelfth. I just hope the place isn't too screwed up by then...

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **crash2455** on **June 30, 2009, 11:33:01 pm**

Go and add some PoI before we have to reclaim.

<http://www.mkv25.net/dfma/map-6257-sparkgear3>

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ArkDelgato** on **June 30, 2009, 11:40:49 pm**

Quote from: Barbarossa the Seal God on June 30, 2009, 09:43:58 pm

downloading.

PS: You just replaced "Danny" with "Nakhy" and added dwarven words, didn't you?

still good though.

No, I replaced Danny with "Nahkh" ;D

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 01, 2009, 12:32:47 am**

Quote from: Wimdit on June 30, 2009, 09:52:03 pm

I just hope the place isn't too screwed up by then...

Haha, like that's gonna happen.
Signing you up anyway.

EDIT:
Oh and Crash, thanks for uploading that. I guess my U is pretty draconian about uploads.
And hey, if I have a choice between a crazy megaproject and preparing a stable fortress, what do you think I'll choose?
The food's stable enough, if you don't count the little wine mishap (Ran out of booze because it was all used for cooking) and the fortress is impenetrable. Unless you pull the levers that is. Or the planets align. Or quantum resonance. Everyone has a place to crash, and the dining room is smoothed out. The orcs are waiting outside.
What could go wrong?

EDIT EDIT:
Added some POIs.

EDIT EDIT EDIT:
I hope I at least get a state funeral, Barbarossa.
There better be a fucking funeral.

EDIT EDIT EDIT EDIT:
I take back the mean stuff I said about my ISP. It was bugging because they were updating the network. They brought the campus internet to the 90's. Dynamic IP's and all that. I guess they can be forgiven for that.
Also, if you're wondering why I'm hanging around the forums at work... Hell, it beats working.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 01, 2009, 09:33:45 am**

You my dear nahkh have given me a idea with your added POIs, be afraid :)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 01, 2009, 09:54:00 am**

... cancels eat - interrupted by Demonic Spoon

EDIT: Oh. Oh no.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **crash2455** on **July 01, 2009, 11:57:53 am**

Dude, you don't even have to kill everyone. The orcs will do that by themselves.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 01, 2009, 12:48:00 pm**

That's the beauty of it, I can concentrate on more...important things, like making the rest of their short pitiful lives as miserable as possible. ;D

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 01, 2009, 01:45:00 pm**

Well, so far, one miner has died from a cave in, a wounded person died of thirst, the fisherdwarf trapped outside went berserk, I'm building a tower to shoot at the orcs from on the northeastern hill, and I'm trying to get a secret path to the water pool going.

PS: Trying to cage the berserk dwarf, so that I can stick him in a pit and worship him as the godking of gearspark.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 01, 2009, 01:46:45 pm**

In others words business as usual and nothing out of the ordinary going on?

Edit: You found the underground water pool? Sweet!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 01, 2009, 04:33:48 pm**

Barbarossa, where be thine save? Dost thou not know thine turn is up? Fie on you.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 01, 2009, 06:45:31 pm**

@Spoon: No, the pond in a valley guarded by orcs.

@Nahkh: I'm sorry, I can't leave private "Ryan" Fisher die to the orcs! I have to go save him! If I'm not done within 100 minutes of this post, go on without me.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 01, 2009, 10:44:56 pm**

Took a bit longer, just gotta save after moving Ryan's cage.

PS: We have ~ ten dwarves left after the all out charge that allowed us access to the water we need for our wounded, and to rescue the godking.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 02, 2009, 12:01:27 am**

Here ya go. "Ryan" crawled back in, bleeding all over, semiconscious, wounded, and starving. That puts him on even footing with ~half the dwarves left alive after the brutal charge that left every orc dead, as well as 20 or more of our own.

It'll be just like embark, only with less useful dwarves, slightly less useful equipment (You'll have to go dig through the corpses for the picks), a couple less dwarves, and healthcare. Also, you have a fort with 2 holes in the walls. On the north, I'm not sure if I put a door in, and on the west I couldn't find the lever drawbridge, so I dug around and put in a door. A melancholy dwarf is moping in the west drawbridge pit, Ryan the Berserk (Our Godking) is crawling around on the northwest hill, and the rest are sitting around bleeding or making coffins for the bottom layer of the refurbished bedroom complex. Also, a legendary dining room has been started.

Go (<http://dffd.wimbli.com/file.php?id=1159>).

PS: Attempt to catch Ryan (he's a fast little berserk one!) and place him in a throne room with plenty of food and booze.

PPS: Good first day, amiright?

EDIT: I bet you're all wondering how I possibly lost that many dwarves. WELL. I got 28 dwarves put into the squad "The Terrible Tools", headed by Barbarossa the Wise Guy. A miner dug us out of the fortress, and we charged the orcs headlong. half a dozen of the new recruits died instantly in the crossfire from the orcs, including Barbarossa. The melee was fierce. The champion orc wrestler sent with the siege was repeatedly throwing waves of recruits into cliffs, but was eventually mobbed down. The woodcutter (The only one with a weapon, besides the miners and their picks) was losing a limb for every archer orc that he slew (five). A team of wrestlers who had skilled up during the fight finished off the archer orcs and closed in on the wrestlers. limbs flew, and dwarves were mortally injured. one went insane and threw himself into a pit in a fit of melancholy. Several others went berserk in the middle of the battlefield, rending dwarf and orc alike. (mostly orcs left by that time, but they beat the hell out of them) Finally it was down to Zuglar the Wrestler and some Orc.

Zuglar, overexerted and fading in and out of consciousness, realized that the orc was in the same situation. He flailed at the orc's hips, and bruised them. Somehow, the wounds disappeared almost instantly. Both were unconscious then. Suddenly, Zuglar woke up and poked out both of the wrestler's eyes. They were both awake. The orc ran in circles, flailing and (probably) cursing. Zuglar caught up and apparently ripped the feet off of the orc while tripping him. They were both unconscious. Rovod the Gem Cutter ran out of the fortress and ripped the orc apart. The siege had ended with only 22 deaths.

PPPS:Did I mention that the dwarves were temporarily on *[SPEED:0]* during the assault on the orcs, and STILL were mangled horribly?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 02, 2009, 12:46:49 am**

Uhhh, that's not how you deal with orcs.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 02, 2009, 12:52:20 am**

That's how *I* deal with ranged people.

set the dwarves to speed:0 while they run up, and then take the tag out when they get there.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 02, 2009, 12:55:53 am**

I just had to get the insane idiot before my turn...

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 02, 2009, 01:06:06 am**

Well, at least save the berserk guy so the citizen army's sacrifice won't be in vain?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 02, 2009, 01:09:02 am**

I will save him from his miserable existence in his mortal coil, since he would just die of thirst in any case...

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 02, 2009, 01:09:36 am**

DS: As opposed to you being the insane idiot before someone else's turn?

Dealing with orcs is not really that hard. I prefer the floodable maze myself. Of course, it needs careful design if you want it to drain in reasonable time.

But don't worry. We can rebuild. Never forget the SparkGear motto: "Screw you guys, imma going home."

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **abculatter_2** on **July 02, 2009, 01:11:50 am**

If they're all (or mostly) melee, then grab a crossbow and start shooting.

If they're bowmen, apply magma or wait for them to get bored.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 02, 2009, 01:15:13 am**

Quote from: Demonic Spoon on July 02, 2009, 01:09:02 am

I will save him from his miserable existence in his mortal coil, since he would just die of thirst in any case...

NO! SAVE PRIVATE RYAN!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 02, 2009, 01:16:00 am**

I already said I will, sheesh what's you're problem dude?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 02, 2009, 01:18:06 am**

It's a good thing I don't care. Otherwise I'd be pretty pissed at this blatant mismanagement of the fort.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 02, 2009, 01:21:40 am**

I thought being pissed was your normal state? ;)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 02, 2009, 01:24:58 am**

http://en.wiktionary.org/wiki/pissed_as_a_fart (http://en.wiktionary.org/wiki/pissed_as_a_fart)

...yes, yes it is.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 02, 2009, 04:39:25 am**

~~I vote we ignore barborassa's save, it's unplayable :(.~~ Half the remaining live sane dwarves are tantrumming, the other half are in bed resting from their injuries...and tantrumming.

~~Edit: I continued playing for a bit and the fortress was inhabited only by insane dwarves and tantrumming bedridden dwarves, I'm going to use nahkh's save.~~

Sorry, I don't know what came over me there, the only option is of course to reclaim!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **cerapa** on **July 02, 2009, 04:57:43 am**

Sparkgear was destroyed after 2 turns.

That has got to be some sort of record.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 02, 2009, 05:46:31 am**

Heathen.

Demonic Spoon, go and reclaim it. For great justice.

And people, ORCS ARE FUCKING BADASS. They will fuck you up. I made the fort inaccessible for a reason. I recommend you fix the holes that Barbarossa made, the heretic >I.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 02, 2009, 06:17:17 am**

I give up, someone else can try and do something with this hellhole, I hate it. I hate the layout. I hate the stupid beserk dwarves that killed one of my reclaiming dwarves causing a tantrum spiral because they're all friends. I hate my psycho reclaimer brewer who killed just about all my wounded dwarves while they were asleep when he went beserk. And most of all I hate those pheasants!(the birds)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 02, 2009, 06:32:43 am**

Hmm. Looks like I'll need to salvage this one. Unless the next player feels like picking up the slack?

Also: DS: POST SOME PICTURES. And if you're really giving up, upload what you've got and I'll try work with it.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ArkDelgato** on **July 02, 2009, 07:32:10 am**

Did I miss my turn waiting for barbarossa's save?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 02, 2009, 08:16:10 am**

No?

... Demonic Spoon? You little rat, you've been playing on ArkDelgato's turn.

ArkDelgato: Your pick. Do you want to play from Barbarossa's save and try to reclaim or revert to the initial save? And since DS is chickening out you're free to use his turn too, if you want.

EDIT: And I'm giving you six extra hours in any case, due to this faggotry from these two. Your turn is now doesn't end until 4 GMT. The next turn ends normally at 22GMT.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 02, 2009, 09:08:00 am**

well, when I quit out, the gem cutter and animal caretaker were still sane.

PS: I didn't destroy the fort, I just lowered the population of enemies and friendlies to a somewhat "reasonable" (the low end of reasonable) level.

10 dwarves? That's more than Nahkh got!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 02, 2009, 09:46:53 am**

And how many of those ten were "operable"?

But it's up to ArkDelgato to decide if he wants to revert or reclaim. Or even, heaven forbid, carry on.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 02, 2009, 09:52:54 am**

Well, three were wounded and resting, one wanted a meeting with the tantruming/unconscious mayor. Four were operable. Also, there is one berserk guy (Ryan) and one melancholy dwarf stuck in a pit. (The recruit that I didn't count)

PS: Delgato, If you decide to carry on, it will be the most epic feat ever. You'll probably get into the hall of legends, or the future equivalent thereof.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Kamrusepas** on **July 02, 2009, 10:23:47 am**

Oh wow, kinda confused. what just happened? screenshots required!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 02, 2009, 10:26:50 am**

I'd love to give you a screenshot, but I no longer have the save. I suppose I could get pics of the gore-stained battlefield, the godking, and the unit list?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 02, 2009, 10:32:16 am**

That would be fine I think.
In short summary, Barbarossa butchered everyone.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 02, 2009, 10:35:35 am**

Okay, going back for pictures.

PS: Could I start a challenge in the community games forum (after SG3 is done) where people try and rebuild from my save? ;D

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ArkDelgato** on **July 02, 2009, 10:38:22 am**

HOW DID YOU MANAGE TO LEAVE THE FORT IN THIS CONDITION.

LIKE JEEZ.

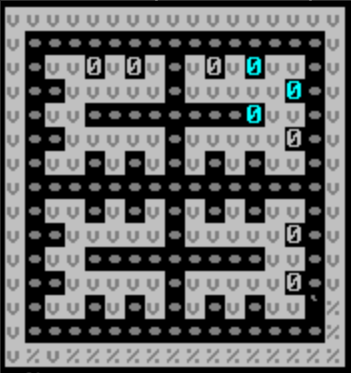
Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 02, 2009, 10:51:34 am**

It's the magic touch.

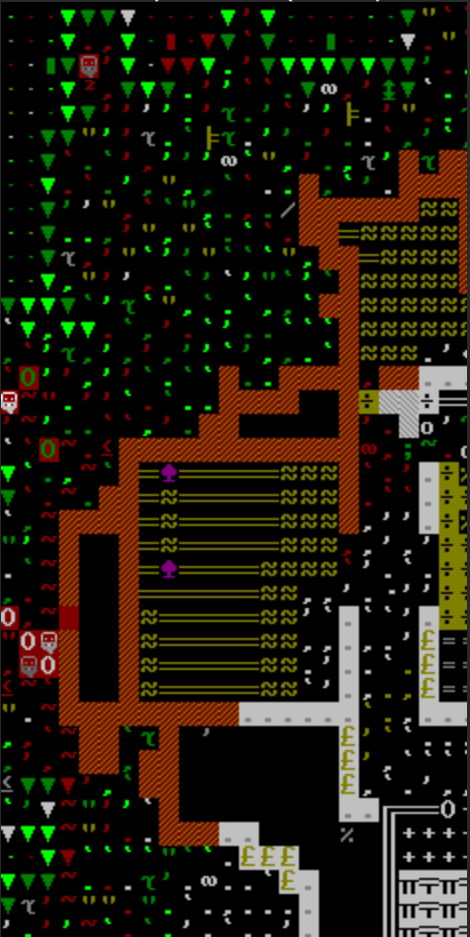
Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 02, 2009, 10:54:29 am**

Okay, pics.

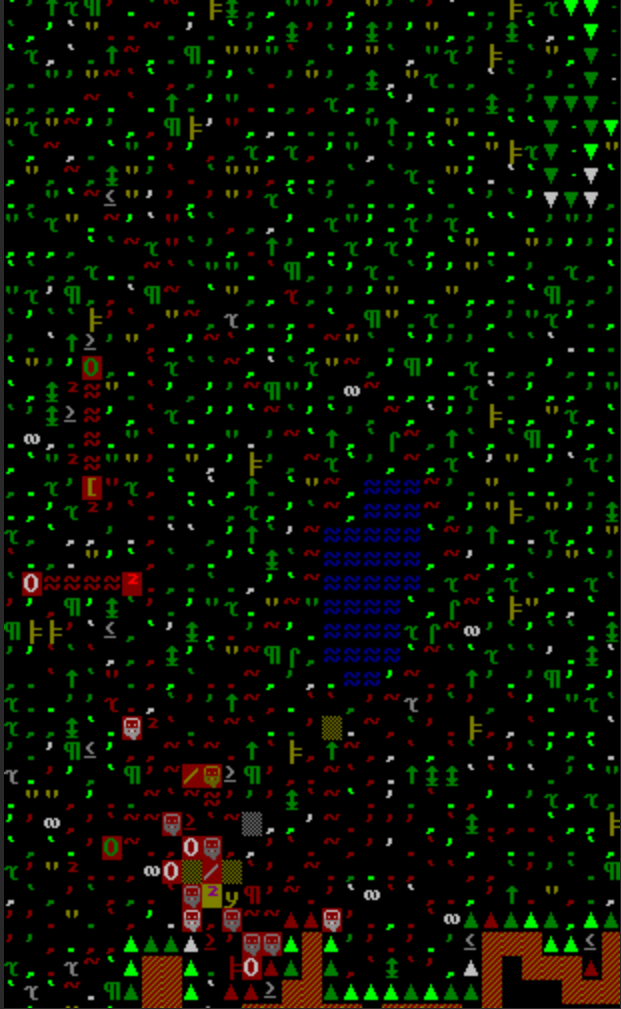
Where many a dwarf lays to rest- The Mausoleum



Where many a dwarf (some put in the mausoleum already) lies bleeding and/or dead-



A scene of utmost carnage, you can see war the orc warchief threw those recruits. (look north!)



I couldn't seem to get a pic of Ryan. (Every time I tried, I got a BSOD.)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **crash2455** on **July 02, 2009, 11:56:27 am**

Ark, I have a few suggestions, should you decide to revert:

Nahkh has drawbridges all over the fort, each containing pits about 6x3. Get one guy to be your lever puller and just drop the orcs in. Easy peasy.

Also, the Orcs are really dumb. I lowered the drawbridge, and all my dwarves were able to get to the pond to drink before the orcs even thought about resuming their charge.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 02, 2009, 12:23:23 pm**

reverting is for quitters.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **crash2455** on **July 02, 2009, 01:14:34 pm**

Or maybe quitting is for reverters. Did you ever think of that?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ArkDelgato** on **July 02, 2009, 09:33:11 pm**

Done and Done.
Map - <http://www.mkv25.net/dfma/map-6290-sparkgear3>
Save - <http://dff.d.wimbli.com/file.php?id=1163>

Story -
[Spoiler](#) (click to show/hide)
Notes of Ark Identomem, Troubadour

I have traveled from the Syrup of Wondering for 12 years, wandering the wilds when I happed upon this fort. It's name was a bit off, but the HUEG STATUE made it an obvious Nahkh fort. I signed up at our local leader. (who was asleep and bleeding...)

WHY IS EVERYONE BLEEDING AND SAD.
WHAT DID YOU GUYS DO.

First order of buisness is to kill the berserker.
I don't give a damn about all this idol worship, I need to make the fort not bleed in it's own lungs.

Animal caretaker went melancholy.

All the farm staff Dehydrated to death in the field.
Now were all sad.

THEY KEEP DROPPING LIKE FLIES.

WE'RE DOWN TO ~~6 whoops~~ ~~5 too bad~~ ~~4 not likely~~ 3 DORFS.
DAMMIT.

Oh fun.
The elves have arrived.
OH WAIT, I'LL JUST STEAL FROM THEM.

I let them out the door, and they barreled right into a goblin ambush.

They deserve it.

That asshole miner Rovod Is attending a meeting with the broken-handed farmer.
So now I gotta mine the entire new fort.

Fun.

ROVOD YOU ASS GET BACK TO WORK OR I SWEAR I WILL FLAY YOUR MIND WITH A BLUNT SPOON HANDLE.

oh hey aluminum. oh hey realgar. oh hey amethyst. oh hey onyx opal.

Why are all the coooooool stones down by the river.

Finally Rovod got back to work.

I am just about done siphoning all the superfluous crap from the old fort and into fort 2.0

OH YEAH THE ORCS ARE BACK (BRING IT BITCH) TIME TO HIDE.



My faithful followers (both of them) have elected me Expedition Leader. yay?

And we are STILL finding dwarf bones lying around. FUCK GUYS HOW DID YOU MANAGE THIS.

We need farms before we condemn the old fort, so I will journey out of the ground, into orc- infested fields to spring the river. Wish me luck.

OH HELL HAMLET LIAISON, DON'T GO NEAR THE FORT.
Good, he came to the map at a low angle.
The Orc's Left! Huzzah! Time for trading!
WHY DID YOU NOT BRING ANYTHING YOU STUPID ARMOK DAMNED TRAITORS.

No migrants, of course.
Why WOULD they come.

Merchants have come and gone, Farmyards are being flooded.

I think I saved this fort. And it feels good.

Praise be to me.
[Quote from: Barbarossa the Seal God on July 02, 2009, 09:52:54 am](#)

PS: Delgato, If you decide to carry on, it will be the most epic feat ever. You'll probably get into the hall of legends, or the future equivalent thereof.

Hehehehe.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 02, 2009, 10:28:51 pm**

Okay, requesting Sparkgear 3 put in the hall of legends.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ArkDelgato** on **July 02, 2009, 11:09:00 pm**

I've always been good/lucky with pulling through on stupid-hard saves.
If no one saw my castle contest story,
[Quote from: ArkDelgato on April 16, 2009, 11:42:05 pm](#)
At one point the fort was hinged on the life of a planter. Who was in the same room as a beserk recruit.
Within one minute of a migrant wave arriving, crazy found this guy and slaughtered him. CLOSE CALL 1.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 03, 2009, 12:25:17 am**

Woah, sorry about that guys, my internet went haywire soon after my last post, also, I delted the entire save to stop it form infecting the computer, so no pics for you, sorry. The layout of the fort just really gave me a headache so I didn't try very hard to save it.

Edit: After seeing that map ark, I commend you, well done. also, the layout is much better :).

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 03, 2009, 01:08:21 am**

Oh wow. Good job there.

Also, DS, it's technically your turn, do you want to play or give the turn to ArkDelgato for his awesome achievement?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 03, 2009, 01:21:37 am**

Yeah sure, let him have it :)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **crash2455** on **July 03, 2009, 02:33:39 am**

Yeah, wow. Nice going dude. I hope you get some migrants, or else nobody will be able to finish the epic dwarf statue.

Also, I can't wait to see the engravings. I just hope they're not super-lame like the ones following (and during) the SG2 tantrum spiral.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ArkDelgato** on **July 03, 2009, 09:34:15 am**

Yay! extra turn!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 03, 2009, 03:04:13 pm**

An hour left. All's well I hope?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 03, 2009, 03:08:22 pm**

Can I have the 13th?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ArkDelgato** on **July 03, 2009, 03:27:11 pm**

Yup.

(I THINK MY GMT CONVERTER WORKS POORLY)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ArkDelgato** on **July 03, 2009, 03:47:05 pm**

Lo and behold!

map - <http://mkv25.net/dfma/map-6298-sparkgear3>
Save - <http://dff.d.wimbli.com/file.php?id=1166>
Story -
[Spoiler](#) (click to show/hide)
Diary of Ark Identomem, Troubadour 2 - Electric Boogaloo

I have had a dream. A vision from the gods, from ARMOK HIMSELF.

I must construct a automated killing machine to dispatch of our enemies (also our friends, and even our pets.)

It will be GLORIOUS!

I noticed a web on the ground. A silkery would be a great addition to any fortress!

FFFFFFFFFFFFFFFFFFFFFFFFFUN

I found an underground pool RIGHT WHERE I WANTED THE TRAPS TO BE.

BUT NOW IT'S DROWNING TRAPS. HEHEHE.

OH HECK A ZOMBIE CAVE CROC. WOW. I LOVE YOU SOOOOOOOOO MUCH ARMOK.

I feel a disturbance in the wealth.
Raccoons are stealing the socks of the dead.

I CAN'T REACH THAT STONE TO CHANNEL, THE ZOMBIE SNAKEMAN IS STARING HOLES INTO MY SOUL.

I was scared of the croc below, but i feel suddenly blind all of a sudden, so It's all good.

---*Yes, I removed eyes for this part.
*It was easier than killing the animals and wasting a good defense.

THE ELVES HAVE ARRIVED (Time for stealing)
THE GOBLINS HAVE ARRIVED (Let them kill the elves)
THE ORCS HAVE ARRIVED (And they will kill the goblins...)

Some towercap's are growing in the farms.
I will make a towercap farm, but not near our plumphelmets.

This siege just isn't my style.
Like jeez, I can't make a trap tower if I can't go outside (but I am making a hella smooth water trap.)

TIME TO TEST OUT THE FIRST TRAP ON SOME ORCS.

FFFFFFFFF
WHAT THE HELL.
THEY LEFT.
DAMMIT.

OH HEY IS THAT SOME MIGRANTS?

So, they sent...
a woodworker,
an armorer,
a fish dissector,
a mechanic,

a siege engineer,
a pump operator,
and a peasant.

wow, lots of dwarves considering that there is more blood than water here.

They seem kind of...distant.
They want to collect their equipment.
Off of the recently dead.
AND THE LOOTED THE ELVES LIKE THAT.
THEY ARE AWESOME.

And now I say fare thee well to a leader's position, and continue the (fun and cushy) life of a useful worker.

Note to my successor - get all the dwarves in the fort ASAP.
The orcs are ruthless. Look at turns 1 and 2 for example.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 03, 2009, 04:01:53 pm**

Awesome. just Awesome.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 03, 2009, 04:17:21 pm**

Barbarossa: That depends. Do you intend to charge more orcs?
ArkDelgato: Good job. Now we're getting somewhere.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 03, 2009, 04:20:48 pm**

I'll only use the unloved ones, and I will train them first.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 03, 2009, 04:51:34 pm**

sigh I guess by turn 13 we'll have some champions who can pull their weight.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Samus111111** on **July 03, 2009, 05:30:03 pm**

I'll take the 14th

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 03, 2009, 05:35:30 pm**

SparkGear awe-inspiring.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ArkDelgato** on **July 03, 2009, 06:23:16 pm**

just a supplementary picture of how the fort should run while working.
[Spoiler](#) (click to show/hide)



Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **abculatter_2** on **July 03, 2009, 06:32:47 pm**

ArkDelgato, that was an amazing achievement. Bravo, I'll do my best to keep up with it on my turn.

Oh wait, is it my turn now?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **abculatter_2** on **July 03, 2009, 06:55:34 pm**

Assuming it's my turn, I'm going to start playing now.

OH GAWD THIS PLACE IS CONFUSING

We have 19 corn kernels.
3 pig tail seeds.
and 24 rat weed seeds.

I'm building an underground chamber for underground shrubs and, in the meantime, will start farming some corn.
Hope they like corn...

'Ark' Identomêm, Troubadour cancels Store Owned Item: Interrupted by
Zombie Wyvern.

OH GOD OH GOD OH GOD WE'RE ALL GONNA DIE OH GOD OH GOD OH GOD

It seems those Wyverns are just hanging out near the statue...

Of course, the last leader made a large bedroom for himself adorned with yellow orthoclause (obviously attempting to simulate gold) furniture complete with an eye-blasting microline throne room. Unfortunately, everyone's too bust to deface it.

WHAT THE HELL ARE YOU DOING, ROVOD!?! A BREAK!? GET BACK TO WORK YOU DAMN SLACKER!!!

The bedrooms here are so large...
Waste of space if you ask me.

There seems to be a lot of entrances into the fort. Too many.

Mining out a large area for underground shrubs, tower-caps, and fishing.

SHIT AN AMBUSH

Holy crap. Ark just slaughtered an entire goblin ambush single-handedly (well, actually I think the outpost liaison helped. Don't know exactly how it happened.) All we lost was a worthless engineer.

STOP COMPLAINING ABOUT THE DAMN ZOMBIES AND DO THE GOD-DAMN WORK!

DAMN IT ANOTHER AMBUSH! THIS TIME WITH CROSSBOWS UP THE BUM.

SHIT

I'VE HAD IT WITH THESE MOTHER FUCKING SNAKEMEN IN THAT MOTHER FUCKING UNDERGROUND POOL!
How about we open some magma ducts?

Migrants! YAAAAAAAAAAAAAY!!!

We now have 18 dwarves! Including two miners who brought their own picks!

The goblins are being attacked by the Wyrvens. Haha!

RANDOMDWARFNAME CANCELS STORE ITEM IN STOCKPILE, INTERRUPTED BY ZOMBIE LIZARDMAN! RANDOMDWARFNAME CANCELS STORE ITEM IN STOCKPILE, INTERRUPTED BY ZOMBIE SNAKEMAN! RANDOMDWARFNAME CANCELS STORE ITEM IN STOCKPILE, INTERRUPTED BY ZOMBIE LIZARDMAN! RANDOMDWARFNAME CANCELS STORE ITEM IN STOCKPILE, INTERRUPTED BY ZOMBIE CAVE CROCODILE! RANDOMDWARFNAME CANCELS STORE ITEM IN STOCKPILE, INTERRUPTED BY ZOMBIE WYRVEN! RANDOMDWARFNAME CANCELS STORE ITEM IN STOCKPILE, INTERRUPTED BY ZOMBIE WYRVEN! RANDOMDWARFNAME CANCELS STORE ITEM IN STOCKPILE, INTERRUPTED BY ZOMBIE LIZARDMAN! RANDOMDWARFNAME CANCELS STORE ITEM IN STOCKPILE, INTERRUPTED BY ZOMBIE LIZARDMAN! RANDOMDWARFNAME CANCELS STORE ITEM IN STOCKPILE, INTERRUPTED BY ZOMBIE SNAKEMAN! RANDOMDWARFNAME CANCELS CONSTRUCT BUILDING, INTERRUPTED BY ZOMBIE WYRVEN! THE DWARVES HAVE SUSPENDED CONSTRUCTION OF THE FLOOR! RANDOMDWARFNAME CANCELS STORE ITEM IN STOCKPILE, INTERRUPTED BY ZOMBIE LIZARDMAN! RANDOMDWARFNAME CANCELS STORE ITEM IN STOCKPILE, INTERRUPTED BY ZOMBIE WYRVEN! RANDOMDWARFNAME CANCELS STORE ITEM IN STOCKPILE, INTERRUPTED BY ZOMBIE WYRVEN!

Found some plump helmet spawn. Farming has begun.

Finished the tower-cap farm/fishing area. Now we just have to wait for the water to evaporate...

GOD DAMN IT ROVOD GET BACK TO WORK!!!

OHGODOHGODOHGOD THE BOOZE IS GONE

THE BOOZE MUST FLOW!

An elven caravan. Let's see what they've got.

AHG ANOTHER AMBUSH

Well, there goes the elven caravan...

ANOTHER ambush

ANOTHER GOD-DAMN AMBUSH. EVERYONE, GET INSIDE!

Squad "The Balls of Constructing" has been annihilated!
hehe, BALLS of constructing...

We lost two to the sudden wave of ambushes, a peasent and a woodcutter.

More migrants! Our population is now 37.

We. Need. More. Beds.

Stukos ònulgikut, Thresher cancels Store Item in Stockpile: Interrupted
by Zombie Giant Eagle.

OHSHI-OHSHI-OHSHI-

IT. IS. RIGHT. OUT. SIDE. THE. DOOR.

WE HAVE NUMBERS ON OUR SIDE! CHAAAAAAAAAAAAARGE!!!

Half the fortress is dog-piling this thing, but it just. Won't. Die.

IT'S DEAD YAAAAAAAAAAAAAY! It seems most of the dwarves got seriously injured though. No casualties. Yet.

~~3 injured. More than 3. Need more beds before I can tell exactly how many.~~ 2 moderately wounded, 4 badly wounded. And quite a few unhappy, too...

That was stupid. Very stupid. But at least now I know not to attack zombies with wrestlers anymore.

Damn no stone rule. If It weren't for that I'd have found the lava pipe by now.

Yeah, I'm done. I think I've done just about all I can for this fort, and I think I'm tittering on the brink of a tantrum spiral.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ArkDelgato** on **July 03, 2009, 07:34:18 pm**

That Rovod has NO work ethic ::)

And those wyverns will fuck you up in many directions.
Srsly.
The first time I DI'd the save, a Wyvern got into the fort and killed EVERYONE (who could walk, not the hidden away bleedies)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **abculatter_2** on **July 03, 2009, 07:46:22 pm**

Quote from: ArkDelgato on July 03, 2009, 07:34:18 pm

That Rovod has NO work ethic ::)

And those wyverns will fuck you up in many directions.
Srsly.
The first time I DI'd the save, a Wyvern got into the fort and killed EVERYONE (who could walk, not the hidden away bleedies)

What the hell were you thinking when you made this entrance?

Also, what are those pressure plates set to?

Also also, you remembered to channel out the ground under the bridges BEFORE you built them, right?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ArkDelgato** on **July 03, 2009, 08:42:48 pm**

I didn't make the entrance the wyverns got into (I'm looking at you nahkh)
And the plates are set to the bridges.
And They are on a 2 tile wide area.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **abculatter_2** on **July 03, 2009, 08:48:45 pm**

Quote from: ArkDelgato on July 03, 2009, 08:42:48 pm

I didn't make the entrance the wyverns got into (I'm looking at you nahkh)
And the plates are set to the bridges.
And They are on a 2 tile wide area.

I mean are what are they set to go off at, and will I have to replace them once they go off?
I also mean the entrance to the 2nd fort.
Also, this laptop overheats a lot and when it overheats it lags. A lot. I have a fan to prevent this, but my brother just took it. So, until I get that fan back, I can't play. I should get it back before my turn's done though.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ArkDelgato** on **July 03, 2009, 08:55:04 pm**

They are set to go off at any size creature, and it is designed to lift in the respective direction to fling them into the zombie cave pool.

And the "entrance" is designed to be a labyrinth of deathtraps for orcs and the such.

The realllllly long tunnel was to keep the liaison from getting killed once.
So, I guess you could keep building bridges, grates, floodgates and other wacky inventions to keep out the orcs.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **abculatter_2** on **July 03, 2009, 09:00:21 pm**

Quote from: ArkDelgato on July 03, 2009, 08:55:04 pm

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And the "entrance" is designed to be a labyrinth of deathtraps for orcs and the such.

The realllllly long tunnel was to keep the liaison from getting killed once.
So, I guess you could keep building bridges, grates, floodgates and other wacky inventions to keep out the orcs.

I prefer a tunnel which my marksdwarves can shoot into and, if the markdwarves fail to kill the enemy or they have their own bows, then have it rigged to flood with magma at the pull of a lever.

But then again, I also prefer a fortress that's NOT a hastily-made hole in the ground

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ArkDelgato** on **July 03, 2009, 09:04:51 pm**

I worked with what I was given.
I regret nothing ;D

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **abculatter_2** on **July 03, 2009, 09:11:35 pm**

Okay, I'm moving DF over to our other computer using an external harddrive. It has much better processing speed and such, and has a proper fan, but it uses vista. Hopefully DF will run on it.

EDIT: IT WORKS! AND IT'S RUNNING AT A PERFECT 100 FPS! F YEAH!

Now all I need is some magma...

EDIT 2: I actually had to turn down the max FPS because it was going too fast.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **abculatter_2** on **July 04, 2009, 01:58:09 am**

I'm ending my turn now, both because I don't feel like playing this anymore and because I think I've done all I can for this fort.

Save: <http://www.mediafire.com/?nzdmezzywym>

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 04, 2009, 02:52:55 am**

Damnit, if I wasn't going away for the weekend I'd take it.

THE FIRST PERSON TO POST AFTER ME GETS THE REST OF HIS TURN

Also:
[Quote from: ArkDelgato on July 03, 2009, 08:42:48 pm](#)

I didn't make the entrance the wyverns got into (I'm looking at you nahkh)

Hey I didn't make any wyvern-passable entrances, the roof was already gone when I started!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nil** on **July 04, 2009, 06:58:24 am**

that's like another 7 hours right? dibs!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ArkDelgato** on **July 04, 2009, 08:31:55 am**

[Quote from: abculatter_2 on July 03, 2009, 06:55:34 pm](#)

Holy crap. Ark just slaughtered an entire goblin ambush single-handedly (well, actually I think the outpost liaison helped. Don't know exactly how it happened.) All we lost was a worthless engineer.

New signature ;D
[Quote from: abculatter_2 on July 03, 2009, 06:55:34 pm](#)

RANDOMDWARFNAME CANCELS STORE ITEM IN STOCKPILE, INTERRUPTED BY ZOMBIE LIZARDMAN! RANDOMDWARFNAME CANCELS STORE ITEM IN STOCKPILE, INTERRUPTED BY ZOMBIE SNAKEMAN! RANDOMDWARFNAME CANCELS STORE ITEM IN STOCKPILE, INTERRUPTED BY ZOMBIE LIZARDMAN! RANDOMDWARFNAME CANCELS STORE ITEM IN STOCKPILE, INTERRUPTED BY ZOMBIE CAVE CROCODILE! RANDOMDWARFNAME CANCELS STORE ITEM IN STOCKPILE, INTERRUPTED BY ZOMBIE WYRVEN! RANDOMDWARFNAME CANCELS STORE ITEM IN STOCKPILE, INTERRUPTED BY ZOMBIE WYRVEN! RANDOMDWARFNAME CANCELS STORE ITEM IN STOCKPILE, INTERRUPTED BY ZOMBIE LIZARDMAN! RANDOMDWARFNAME CANCELS STORE ITEM IN STOCKPILE, INTERRUPTED BY ZOMBIE LIZARDMAN! RANDOMDWARFNAME CANCELS STORE ITEM IN STOCKPILE, INTERRUPTED BY ZOMBIE LIZARDMAN! RANDOMDWARFNAME CANCELS STORE ITEM IN STOCKPILE, INTERRUPTED BY ZOMBIE SNAKEMAN! RANDOMDWARFNAME CANCELS CONSTRUCT BUILDING, INTERRUPTED BY ZOMBIE WYRVEN! THE DWARVES HAVE SUSPENDED CONSTRUCTION OF THE FLOOR! RANDOMDWARFNAME CANCELS STORE ITEM IN STOCKPILE, INTERRUPTED BY ZOMBIE LIZARDMAN! RANDOMDWARFNAME CANCELS STORE ITEM IN STOCKPILE, INTERRUPTED BY ZOMBIE WYRVEN! RANDOMDWARFNAME CANCELS STORE ITEM IN STOCKPILE, INTERRUPTED BY ZOMBIE WYRVEN!

If you edit eye's out of dwarfs, they can't get interrupted. :P

And is my guy still alive?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **abculatter_2** on **July 04, 2009, 08:43:26 am**

[Quote from: ArkDelgato on July 04, 2009, 08:31:55 am](#)

And is my guy still alive?

Still alive, and still kickin' ass.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ArkDelgato** on **July 04, 2009, 08:52:40 am**

Wow.
What kind of goblins did the liaison and I slaughter?
Just wrestlers?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **abculatter_2** on **July 04, 2009, 09:16:40 am**

[Quote from: ArkDelgato on July 04, 2009, 08:52:40 am](#)

Wow.
What kind of goblins did the liaison and I slaughter?
Just wrestlers?

Just an ambush squad. I think it had hammergoblins, but I don't remember exactly.

Though you were still one of the most badass people there when I left.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nil** on **July 04, 2009, 01:16:45 pm**

holy fuck is this cancel spam from the bridge ever annoying.. it's too bad because it looks cool as hell, but I might have to wall it off just to preserve my sanity

and why do you guys play without graphics I mean I get that you can and that's cool that's cool but *why*?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **cerapa** on **July 04, 2009, 01:30:54 pm**

I dont like the look of graphics.

Would there be any other reason?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nil** on **July 04, 2009, 01:36:03 pm**

[Quote from: cerapa on July 04, 2009, 01:30:54 pm](#)

I dont like the look of graphics.

Would there be any other reason?

just can't imagine why you would (except for when people get fancy with the tilesets and you start getting buckets and bags inserted into names, that can be annoying)

no matter though, I'll deal, any hopefully by the time my actual turn comes around I can figure out how to get mayday working on this

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **cerapa** on **July 04, 2009, 01:54:18 pm**

Why did you take the turn when you arent even going to play it before your actual turn?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ArkDelgato** on **July 04, 2009, 02:05:27 pm**

There is a service tunnel to avoid the bridge for a reason :P

(OR GET RID OF THE DWARVES EYES. WORKS JUST AS WELL)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nil** on **July 04, 2009, 03:24:52 pm**

save: <http://dffd.wimbli.com/file.php?id=1169> (<http://dffd.wimbli.com/file.php?id=1169>)

map: <http://mkv25.net/dfma/map-6308-sparkgear3> (<http://mkv25.net/dfma/map-6308-sparkgear3>)

other stuff here (<http://www.bay12games.com/forum/index.php?topic=37940.msg635967#msg635967>)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **cerapa** on **July 04, 2009, 03:26:25 pm**

Quote from: ArkDelgato on July 04, 2009, 02:05:27 pm

OR GET RID OF THE DWARVES EYES. WORKS JUST AS WELL

The avatar fits you perfectly, you know.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nil** on **July 04, 2009, 05:23:20 pm**

Played through late summer, fall, and some of winter. Early on, I looted some beds and barrels from the ruins of the overfortress. Also, I ordered some of the peasants to fill some crucial gaps in brewing and masonry.

In the fall, the caravan showed up. No wagons, because I wasn't able to build the drawbridge to the main entrance--zombified aquatic life strikes again. Some of the caravan guards took potshots into the pool, killing the cave crocodile and one or two other creatures. According to the liaison, the mountainhomes will pay top dollar for rings, quivers, and prepared food. I also made a bunch of bedrooms and spruced up the dining hall.

While the caravan was in, another zombie giant eagle showed up.

During the winter, Lorbam the glassmaker went into a mood. He didn't have a chance--we don't even have sand, let alone a functioning glass industry--and is now running around babbling.

Also, a hermit moved into a cave in one of the hills above the ruins of the overfortress. It is prophesied that one day he will come down and teach dwarves about their limitations and how to overcome them--although if he isn't careful he'll run out of booze and die of thirst first.

Finally there was a goblin ambush, described as follows.

Spoiler (click to show/hide)

Tode Ustangokang the speargoblin and his slavers crept though the scrubland. According to the map, the entrance to the secret dwarven settlement was just over the hill. The orc who sold Tode the map insisted that this group of dwarves had suffered heavy losses in battle and was nearly undefended. "Nothing good to steal there," the orc had said, "but plenty bodies."

Suddenly, a dwarf with an unusually long beard nearly walked into the goblins. "He's spotted us! Get him, you whoresons!" said Tode. A goblin grabbed the dwarf, but it slipped out of her grasp and ran to the north, against the walls of the ruins of the old fortress. Tode had it cornered, once against within his grasp, but once again it slipped away. The goblins continued to chase it, but it was far faster than them and entered the fortress more than a minute before they reached the tunnel.

The entrance turned out to be right where the map had said it would be. It was well-hidden, tucked into a small gully. Without the encounter with the longbeard and the map, Tode would probably have never found it--he probably would have spent the whole time fruitlessly searching around the ruins or the base of the statue. A few paces in, Tode and the other goblins crossed a small, hastily constructed bridge. One nearly stepped on a pressure place, but Tode narrowly prevented it. "Do you know what that is, you diseased elf-pecker?!" Tode hissed, "You step on that and spikes will come up from the ground or a wall of water will come down that hallway or some shit like that..." Tode trailed off as he followed the chains and pulleys that connected the plate to the gate. He glanced up to make sure his goblins had finished crossing, then stepped on the plate. He chuckled.

"Must be my birthday!" said the speargoblin. "Dwarves gave me a way to make sure you cowardly spider-lickers don't run if something waves a kobold sticker at us!" As he spoke, the drawbridge rose to block the entrance.

"But what if they're more prepared than you say they are, Tode? What if we *need* to run?" asked one slaver, an individual Tode had already decided to quietly murder on the way back to the Tower.

"If they were ready to fight they would have met us outside, openly. Dwarves are honorable and shit. No, they were hoping we'd never find them. Now that we have, they're fucked." Tode replied.

As soon as Tode finished, a second dwarf approached. This one had a beard nearly as long as the first, but wore different clothing and carried a pick. As soon as it saw the goblins, it fled back down the tunnel, again far faster than any of the goblins could run.

They pursued anyway. As the end of the tunnel was a door. When the first goblin reached it, he gave a battlecry and charged through. His cry was cut off, however, and Tode thought he heard a wet thud.

After the second goblin went through the door Tode was sure her heard a thud, and after number three, Tode thought he heard a muffled scream after the thud. The goblins pressed on, one by one passing through the door to silence. Tode was sure there was a reasonable explanation for what was on the other side of the door; surely the goblins were merely looting and enslaving quietly. These dwarves were weak, unarmed, and cowardly--even that old longbeard had fled.

Tode reached the door, and opened it, terrified of what may be on the other side. He was relieved to find nothing more than a series of dusty stair cases. The speargoblin stepped forwards, letting the stone door swing shut behind him.

In the blink of an eye, the longbeard that they'd ambushed outside stood before him. Either he was even faster than Tode had realized or he was damn good at hiding. The goblin didn't even have time to react before the dwarf pushed him down the stairs.

Tode was stunned not only from the fall, but from the sight. Here was the scene he had feared--blood everywhere, corpses strewn about, and half a dozen dwarves with murderous looks in their eyes. All looked ready to tear Tode apart with their bare hands. It wasn't necessary, though, because three of them had picks, and one of them entered Tode's skull before he took a second breath.

(the first 'longbeard' was Ark, the second one was Rovod. the battle pretty much happened as described, except that a couple goblins were killed at the top of the stairs. Tode wasn't one of them)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Skid** on **July 04, 2009, 10:32:06 pm**

Fortress downloaded. Control seized.

Oh no no nono nononOnononoooooooo... :O

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **crash2455** on **July 05, 2009, 01:55:55 am**

You know that hermit's probably going to have a mood now, right?

Also, your story was good, though I was confused as tp exactly what happened. Did you have a dwarf smacking goblins down the stairs? If so, how?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Aldaris** on **July 05, 2009, 04:12:02 am**

Quote from: crash2455 on July 05, 2009, 01:55:55 am

You know that hermit's probably going to have a mood now, right?

Also, your story was good, though I was confused as tp exactly what happened. Did you have a dwarf smacking goblins down the stairs? If so, how?

unconscious creatures count stairs as open space.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nil** on **July 05, 2009, 09:59:44 am**

Quote from: crash2455 on July 05, 2009, 01:55:55 am

You know that hermit's probably going to have a mood now, right?

Also, your story was good, though I was confused as tp exactly what happened. Did you have a dwarf smacking goblins down the stairs? If so, how?

In hindsight there wasn't as much falling as I remembered (a lot of the goblins just walked down and got tore up there) but I did save a movie (<http://www.mkv25.net/dfma/movie-1504-goblinambush>). Aldaris is right, though, combat can send creatures falling down stairs (I'm 90 percent sure dodging can cause this too). The parts just before it (with Ark nearly getting caught outside twice and the miner drawing them in) really did happen as described, honest.

And heh, didn't even consider a mood--figured he'd go down due to other players, or no one being kind enough to restock his booze, or maybe a zombie giant eagle. I give him even chances to make it to the 7th.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **crash2455** on **July 05, 2009, 10:41:00 am**

Oh, right. I forgot we had a room that was entirely stairs.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Skid** on **July 05, 2009, 01:21:56 pm**

Summary of turn.
Spoiler (click to show/hide)
First action: Remove refuse from the things that can go in the mass stockpile. Set up dedicated areas of smelly stuff.

And regardless of whatever the tree-hugging, elf-loving environmentalists believe, zombie lizard people are not needed for a healthy cave pool ecosystem. Crossbows have been issued and fortifications have been carved to eliminate them.

Gem cutter possessed.

Due to some tinkering with the Z menu and mass forbidding, gem cutter has produced a perfect amethyst with hanging rings of amethyst.

The elves are here with their goblin friends. Ark bumped into one in the entrance hallway.

Ark is dead, as are all exist military units. Activating everybody to grab whatever weapons they can find.

All enemies defeated at the loss of about 7 dwarves. Population down to 27. The death of a cat fairly makes up for this disaster.

Wait, migrants and another ambush. Population up to 49.

Miasma everywhere. Dyer throwing tantrum. Signs of worse to come?

Everything brought under control, no deaths. Massive treecutting operation in progress. The forest will be reduced to charcoal if everything goes my way.

Traded a ton of goblin junk to the dwarven merchants in exchange for random objects. Ordered the production of copper spears.

New storage areas being dug north of the fortress. Might be time to start sorting junk.

Starvation in the fort. Time to let somebody else handle it.

File:
<http://dffd.wimbli.com/file.php?id=1171> (<http://dffd.wimbli.com/file.php?id=1171>)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **cerapa** on **July 05, 2009, 03:01:21 pm**

Why is the dining room undesignated? The only one I found I assume is the nobles.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ArkDelgato** on **July 05, 2009, 04:18:48 pm**

Why isn't the cave pool drop trap being used.
A tunnel right into the food stockpile is a BAD place for goblins to enter.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Skid** on **July 05, 2009, 04:23:54 pm**

Mainly because the bridge that would route goblins through that area cannot be built until the zombies are removed.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 06, 2009, 01:27:50 am**

Seriously, I leave for one second and this happens...

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Aldaris** on **July 06, 2009, 07:50:22 am**

Quote from: nahkh on July 06, 2009, 01:27:50 am

Seriously, I leave for one second and this happens...

I feel this is the moment I should repeat that I've also got a turn.
I think I'll try expermineting with advanced mechanics...

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 06, 2009, 07:58:07 am**

I have a feeling that any dwarves that survive until the end of the month will be FUCKING EPIC.

Also: The upper fort is now officially "ruins of the overfortress".

Also also: I think we can safely call Dig Deeper a success[1]. What with the orcs and zombie wyverns utterly murdering everybody.

[1] Success being used in it's usual SparkGear sense here.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **cerapa** on **July 06, 2009, 09:52:53 am**

Apparently the planters were carrying stuff around and all food that came out anyway was made into booze.
I blame the zombies.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 06, 2009, 10:04:53 am**

Stupid zombies.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **cerapa** on **July 06, 2009, 11:24:54 am**

I have the food issue almost resolved. There are still hungry dwarves but the fields are constantly making more plump helmet.

EDIT: And an animal dissector starved to death. He will not be missed.
EDIT2: And now someone with the profession of hopeless parasite.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 06, 2009, 11:44:57 am**

Well, you can't make an omelet without starving some dwarves.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **cerapa** on **July 06, 2009, 12:46:56 pm**

<http://dffd.wimbli.com/file.php?id=1175>

I fixed the food problem and turned on making booze from plump helmet. Whoever has the next turn should check that constantly so he doesnt run out of food.

And theres absolutely no fear of a tantrum spiral in the dining room, that was started by a child having a fey mood, failing and killing a marksdwarf and finally getting killed himself by a dogpile of an axedwarf and a couple of peasants. None whatsoever.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nil** on **July 06, 2009, 04:05:49 pm**

Quote from: cerapa on July 06, 2009, 11:24:54 am

EDIT2: And now someone with the profession of hopeless parasite.

That was a dwarf who was missing a leg up to the hip, he would have never gotten out of bed. Good riddance.

Edit: Oh, wow, my turn again already? Sweetness!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 06, 2009, 04:13:08 pm**

Yeah isn't it nice?

Oh and by the way, if you notice something missing from the achievements bit in the first post, let me know.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 06, 2009, 06:24:38 pm**

Rovod must make it to the end of the month. If he does, he should be the mayor of sparkgear 4.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 07, 2009, 01:03:03 am**

Give me another turn would ya nahkh?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 07, 2009, 01:31:09 am**

I was gonna open the signup for week three tomorrow, but I guess today is fine too.

Nintendo: Sure thing. Not gonna quit this time around, eh?

nil: So how's the game coming up?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nil** on **July 07, 2009, 08:07:58 am**

It goes well, although I ended up doing a lot less "cool self-indulgent stuff" and more "just holding stuff together." Also spent a lot of time on a project to make the entrance work that doesn't look like it will work as well as I'd hoped. Nobody too important died tho and everyone's keeping it together

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 07, 2009, 08:49:49 am**

Oh I love it how SG lowers your expectations.
"Nobody too important died" sounds like a huge success to me now.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Aldaris** on **July 07, 2009, 08:56:33 am**

Quote from: nahkh on July 07, 2009, 08:49:49 am
Oh I love it how SG lowers your expectations.
"Nobody too important died" sounds like a huge success to me now.

Awesome, isn't it?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **crash2455** on **July 07, 2009, 09:07:30 am**

Frankly, I'm surprised that we made it past nahkh's turn.

How's the stone supply coming, by the way?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 07, 2009, 09:50:41 am**

By the way, under my achievements you forgot to put in that I fixed the booze issue.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 07, 2009, 10:30:03 am**

By removing all demand for it? Dead dwarves don't drink the precious booze eh?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 07, 2009, 11:37:50 am**

well, that and raising the booze stockpile from 5 to 57.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 07, 2009, 12:07:36 pm**

I wouldn't really call that "achievement" as such.

nil: I'm thankful someone is doing the work though. Just keep her running.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 07, 2009, 12:30:33 pm**

Anything increasing booze production is an achievement. without that, Ark probably couldn't have reined in the fortress.

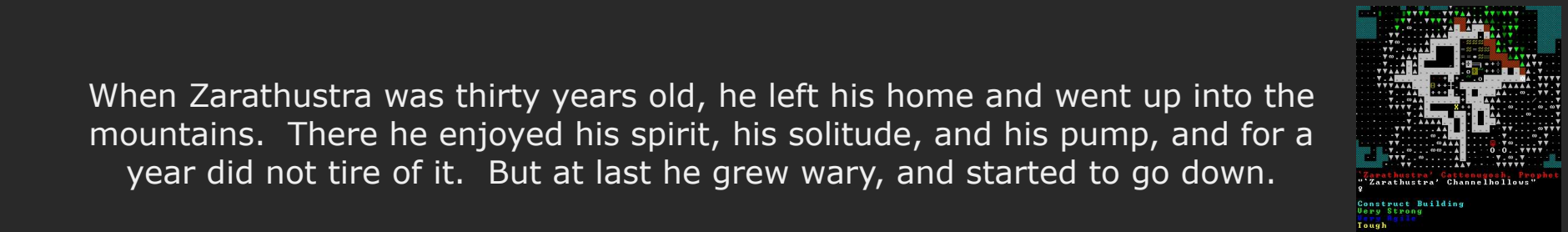
Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 07, 2009, 12:37:13 pm**

Without the other business he wouldn't have needed to rein in the fortress.
We'd still be living comfortably in the overfortress, basking in the glorious sight of the statue of the watchman.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nil** on **July 07, 2009, 03:59:25 pm**

save up (http://dffd.wimbli.com/file.php?id=1181), map up (http://mkv25.net/dfma/map-6332-sparkgear3)

Spoiler (click to show/hide)



When Zarathustra was thirty years old, he left his home and went up into the mountains. There he enjoyed his spirit, his solitude, and his pump, and for a year did not tire of it. But at last he grew wary, and started to go down.

But then he saw that there were still a bunch of goblins sitting outside. He wasn't really *that* wary of his pump, so he went back to his cave.

Meanwhile, the dwarves of Gearspark buried their dead. The workers were restless--the death of Ark hit them hard; in some ways he was the one holding the whole fortress together. There were tantrums and much sadness, although, thankfully, no more dead.

The goblins milled about outside, unable to find the entrance. This was fortunate, as Gearspark was nearly undefended. The fortress had gone on without metal for far too long, and the dwarves were finding themselves in a stange and unhappy position for a dwarf to be in--outclassed by their opponents' equipment.

At least the goblins were doing their part against the undead of the skies--one squad brought down a zombie giant eagle, while another was killed trying to do the same thing to a zombie wyvern. Showing a surprising level of intelligence, the wyvern carried a trophy--the goblin sergeant's bloody, tattered tunic--back to its unholy lair.



That spring saw the arrival of almost twenty-five migrants, including a cook, a dungeon master, and a marksdwarf. In an astounding stroke of luck, they managed to avoid attracting the attention of the goblins. Excess labor was split into three sections. Some were sent to the farms--the dwarves of Gearspark swore they not only would never again face famine, but also that they would start producing more diverse fare than the mushrooms that had seen them through the food emergency. Others were sent to train for a new army. Finally, a number of them were designated to be siege operators. Not only would this provide another means of defense, but would also help to clear the fortress of stone. This would be particularly crucial for a new project--the pool, with its population of zombified animal-men, would be drained into a reservoir. Hopefully this would allow the dwarves to comfortably use the main entrance, which had grown dusty with disuse.

The only other event of the spring was the death of a fairly unknown woodworker. He had planned some glorious construction, but required shells, which were not available. In despair, he would try to kill himself by throwing himself down the stairs. The first time he did this, on the 6th of Felsite he was unsuccessful, only breaking a leg. The second time, six days later, he succeeded.

That summer was a tragic one. A bone carver went into a strange mood. He went outside to gather the bones of the giant eagle the goblins had killed earlier; as the goblins had left a few weeks earlier, it was assumed that it would be safe for him to do so. But on the 17th of Hematite, before he returned, the orcs arrived. He died to their arrows, as did a jeweler, a herbalist, a farmer and a fisherdwarf. Tragically, the champion wrestler Goden gave his life unsuccessfully trying to protect the civilians. The clerk, Zuglar, was also outside when the siege began; the dwarves feared the worst. Many gave up hope, assuming he was dead.

But two miners, Logem the Legendary and Skid, the former ruler, knew better. In an act of extreme heroism, they tunneled to Zuglar's rescue. He had been chased by a squad of boworcs and had been wounded before he escaped. His strength had given out when he was exposed on a small ridge; despite the swordorcs on the other side of the valley, he had been unable to move. The orcs had just caught his scent when Skid emerged from the ground and rescued the clerk; the rescue tunnel was walled off just moments before the orcs followed them into the safety of the underfortress. (could have swore I made a movie of this but if I did it's gone now)

The dwarves would spent the next fall and winter under siege. They built up their food supplies and finished up the reservoir. One self-sacrificing dwarf, nicknamed "Spock," gave his life to breach the pool (<http://www.mkv25.net/dfma/movie-1512>). Also, an enterprising bowyer made an artifact crossbow; the skill he gained doing so will be crucial in creating an army that will return Gearspark to its former glory!

On the first of Obsidian, we drained the pool into the reservoir (<http://www.mkv25.net/dfma/movie-1513-thereservoir>). It sort of worked. As we did so, we received the news that our only marksdwarf, who had been caught outside when the orcs came, had starved while holed up in the old hermit's cave (the hermit himself had uncermoniously rejoined society during that short and happy time when it was safe to be outside). Gearspark was once again without any military, save a handful of half-trained, poorly equipped melee fighters. At least the hermit's booze supplied had allowed him to die without being sober.

I had plans, you know. I was gonna build an army. I was gonna retake the ruins of the overfortress. I was gonna do a goddamned extended Nietzsche reference. But, alas, Sparkgear did not care for my plans. As least I may have started to make the main entrance clear, plus there's plenty of food and a decent corp of siege operators. I recommend the next player do some exploratory mining and try and get a metal industry started; even some tin would at least get us bronze, altho obviously some iron armor would be ideal. Until you do, just stay underground. No good comes from going outside.

Also there's a bunch of orcs right in front of a catapult near the ruins of the overfortress, get those bastards

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Wimdit** on **July 07, 2009, 08:29:19 pm**

Do we even have a sedimentary layer on this map? Because if not, the only source of iron might be goblins...

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nil** on **July 07, 2009, 09:23:21 pm**

Quote from: Wimdit on July 07, 2009, 08:29:19 pm
Do we even have a sedimentary layer on this map? Because if not, the only source of iron might be goblins...

There's always adamantine...

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 08, 2009, 02:02:33 am**

True, true.

Sedimentary layer was one of the things I wanted but couldn't gen, with all the other requirements.
Nil is right of course.

Oh and I added some PoI's, making a kinda sorta tourist guide thingy. I'll continue it later, when I'm no longer at work.
<http://mkv25.net/dfma/map-6332-sparkgear3> (<http://mkv25.net/dfma/map-6332-sparkgear3>)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **abculatter_2** on **July 08, 2009, 04:25:32 am**

Don't rivers make sedimentary layers?

And what are the layers here? If we have obsidian, then there is almost guaranteed to be blackmetal.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 08, 2009, 05:38:57 am**

Oh yeah, Dig Deeper introduces some new metals. I'll be buggered if I know what they are though.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **crash2455** on **July 08, 2009, 10:41:02 am**

Crap, it's my turn already? I thought I planned for the end of today. Just skip me for now and sign me up for the 16th. I know I'm not gonna be busy then. I call dibs if aldaris doesn't show up.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 08, 2009, 11:27:45 am**

He shoots! He scores! Nahkh gets the turn!

Now, let's see what I've got.

Ok, here's a quick rundown of the fortress:
Population: Fifty-eight, five of which are children.
Deathtoll: Seventy. Seventy fuckmothering dwarves have given their lives for the glory of SparkGear. A few more deaths and the dead would outnumber the living twice over.
Drinks: Only about a hundred drinks in the fort. That's only twice the number of dwarves, needs fixing. We should have at least ten drinks per dwarf on store.
Food: A hundred or so prepared meals, no fish, no meat, some five-fifty plants, same number of seeds. That's pretty good I guess, I'm going to have to get some fishing going and turn those plants to booze.
Military: Six wrestlers. Screw that.
Environment: Sieged. We have seventy five hostiles on the map. Including orcs, goblins and zombies of various stripes. Note to self: Don't go outside.
Overall mood: Good. Most of the dwarves queried in this poll were ecstatic. Looks like the dining hall is working for them.

The fort itself:
Oh boy. A huge universal stockpile, inadequate defenses, no artistic taste... Needs work.

So here's the plan:
1)Breweries to full
2)cook some of the abundant/useless seeds
3)Get some fishing going (I assume you didn't notice that the "fishing" area isn't suitable for fishing?
4)Find that fucking magma and get some metalworking going, we needs our armor.

Ongoing action report:
I set some carpenters to start cranking out barrels for our increasing needs. I made some more kitchens and stills.
Hasn't it occurred to anyone that our storeroom is on the opposite side of the fortress from our workshops?

Rovod demands titanium items. Fat chance.
Oh hey. Skid has a mood. Should I let him succeed or cause him to fail? ~~VOTE NOW~~ Nevermind he finished it when I wasn't looking. A sphalerite cabinet, nothing terribly interesting. No pictures of dwarves being maimed.

Aand found thee magma... punching in from above.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 08, 2009, 12:59:30 pm**

now bring back Ryan from the dead and build an evil glowing throne room above the magma!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 08, 2009, 01:01:51 pm**

Gloving magma pits aside, where is the anvil I brought with us?

....

You guys left it outside didn't you?

...

Yes. Yes you did.

EDIT:
You know how there are fire imps in magma pipes?
Well, we don't.
We have zombie fire imps

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **crash2455** on **July 08, 2009, 01:17:06 pm**

I've gotten zombie Mag-men

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ArkDelgato** on **July 08, 2009, 01:22:25 pm**

Quote from: nahkh on July 08, 2009, 11:27:45 am

Rovod demands titanium items. Fat chance.

Oh lol, Rovod is the mayor.
Good dude that Rovod.
He's seen things no dorf should ever see.

Quote from: nahkh on July 08, 2009, 01:01:51 pm

You guys left it outside didn't you?

I DID WHAT I HAD TO DO.
JE REGRET.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 08, 2009, 01:26:50 pm**

Rovod must live to the end! He's our hero!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ArkDelgato** on **July 08, 2009, 01:29:02 pm**

Oh god I am feeling castle contest deja-vu.

In that one Bastion was the only survivor for 3 different situations.
Seige(about 20 lived)
resulting tantrum spiral(Bastion was book keeping and never even met all the dead guys)
and another seige (3 alive)

Rovod needs to be the main character of Sparkgear4.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nil** on **July 08, 2009, 01:31:19 pm**

Quote from: nahkh on July 08, 2009, 11:27:45 am

Food: A hundred or so prepared meals, no fish, no meat, some five-fifty plants, same number of seeds. That's pretty good I guess, I'm going to have to get some fishing going and turn those plants to booze.

I had like 500 plump helmets, what happened?
Quote

You guys left it outside didn't you?

...

Yes. Yes you did.

sounds like it's time for a daring raid into hostile territory...

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 08, 2009, 01:35:26 pm**

Five-fifty as in fivehundred and fifty. Don't panic.
I've got the booze to over 200, I'm currently wrangling the magma-issue, as well as retrieving the anvil.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ArkDelgato** on **July 08, 2009, 01:37:59 pm**

I would just dig the anvil from below, then break the ramp up to it.

But look how my turn went ;)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 08, 2009, 01:44:30 pm**

Great success!
It's currently a lull in between sieges. So I had a team construct an entrance to the Overfortress, and loot the anvil.

The entrance should be secure. a 2x2 pit with a bridge over it and flyersafe. Dunno about flying building destroyers (At least ender goblins never broke those, and they had flyer and buildingdestroyer).
The metalworker who dashed out, broke down the old forge and dashed back in with the anvil was dubbed Vin Diesel, Hero.

EDIT:
Do we have any charcoal?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ArkDelgato** on **July 08, 2009, 01:49:50 pm**

Quote from: Barbarossa the Seal God on July 08, 2009, 01:26:50 pm

Rovod must live to the end! **He's our hero!**

Quote from: nahkh on July 08, 2009, 01:44:30 pm

The metalworker who dashed out, broke down the old forge and dashed back in with the anvil **was dubbed Vin Diesel, Hero.**

Uh oh, Something bad is going to go down!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 08, 2009, 01:51:42 pm**

Holy shit. Brak Obama just built the stupid door blocking the view of the zombies.
No more "cancels task" spams!

Quote from: ArkDelgato on July 08, 2009, 01:49:50 pm
Uh oh, Something bad is going to go down!

I could always relabel him as "Hero of the People". We all know that stands for squat.
I relabeled his professions as "Double Hero".

EDIT:
Dang, I hope I didn't kill our FPS. What with my exploratory mining and all.
Don't worry: I have a brilliant plan for getting rid of the stone.
Free cat tallow biscuit to whoever guesses what that method is?

EDIT EDIT:
Uh-oh. Rovod was just voted out of office.
His replacement promptly claimed his office and quarters, and threw him out into the corridor.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **abculatter_2** on **July 08, 2009, 02:04:45 pm**

I guess atom smasher.

Also, you know that there is now a bunch of magma-safe stone in Dig Deeper, right?

Taken from the magma-safe mod which I keep in my Dig-Deeper readme for reference:

"M" means that melting point data has been added.
"B" means that boiling point data has been added.
"H" means that specific heat has been added.
"!" means that this rock is now magma-safe.
A rock without any indicator has not been updated, but has been determined to not be magma-safe.
SANDSTONE M
SHALE
ROCK_SALT MB
LIMESTONE M
DOLOMITE M!
FLINT M!
CHERT M!
CHALK M
GRANITE M
DIORITE M
GABBRO M
RHYOLITE M
BASALT M
ANDESITE M
QUARTZITE MB!
SLATE
PHYLLITE
SCHIST
GNEISS
MARBLE M
HEMATITE M!
GOLD MB
SILVER MBH
COPPER MBH
MALACHITE M
GALENA MB
TETRAHEDRITE M
HORN_SILVER M
GYPSUM M
TALC M!
BRIMSTONE MB
REALGAR MB
ORPIMENT MB
STIBNITE M
SYLVITE MB
CRYOLITE M
PERICLASE M!
ILMENITE M
RUTILE M!
MAGNETITE M!
CHROMITE M!
PYROLUSITE M
PITCHBLENDE MB
ALUMINUM MBH
BORAX MB
OLIVINE M!
KAOLINITE M!
SERPENTINE M
ORTHOCLASE M
MICA M
CALCITE M!
SALTPETER MB
ALABASTER MB
SELENITE M
SATINSPAR M
ANHYDRITE M!
ALUNITE MB!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 08, 2009, 02:10:36 pm**

Uhh, funny you should bring that up now.
Whew, none of the stone in question is on that !-list.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **abculatter_2** on **July 08, 2009, 02:12:57 pm**

Quote from: nahkh on July 08, 2009, 02:10:36 pm
Uhh, funny you should bring that up now.
Whew, none of the stone in question is on that !-list.

I put it up so that, instead of wasting time making charcoal to make bars, you could use one of those stones to make a grate. Unless that's not what you needed charcoal for.

Also, I change my guess to magma-melter.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 08, 2009, 02:16:35 pm**

Close enough.
I'm currently flooding my exploratory tunnels with magma.

Oshiii....
I was gonna ask if you guys feel like trading with the dwarves, but a few seconds later an orc siege appeared. Nevermind.



Orcs are good throwers by the way.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Aldaris** on **July 08, 2009, 02:32:55 pm**

Oh, hey. My turn tommorow.
I think I'm going to try to reclaim the overfortress.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 08, 2009, 02:33:24 pm**

Yeah. Good luck with that. I left you a nice entrance.

EDIT: Ugh, low FPS is low...
It'll get better though. Right now some 1000 pieces of stone are melting.

EDIT EDIT:
Damn it, why do all the artifacts have pictures of Humble Fire the perfect amethyst on it? No starving dwarves or even goblins being killed by zombie giant eagles anywhere.

EDIT EDIT EDIT:
Damn it. Looks like I really did kill the FPS. It's about half of what it was before. I'm hesitating to upload the save because of that. The stone is slowly melting, but the key word there is slowly.
Taking the temperature off kicks it up by about 20, back to almost normal. I'll try to melt as much of this stuff as I possibly can.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **abculatter_2** on **July 08, 2009, 03:19:32 pm**

Does melted stone truly disappear?

Also, do we have an obsidian layer? If so then we should have blackmetal up the bum, which is even better then steel.

Yes, it disappears. After a while.

And no, I don't think we have an obsidian `_layer_`, just what's around the magma pipe.

Currently I have some 25-30 FPS, which is just and just playable. Before my little fact-finding project I had 60-70 FPS. (I have a mid-range computer btw)

I'm pissed off about this. It would be entirely reasonable to disregard my save, but then my awesome metal processing plant would go to waste. And I've prettied up the place and made a huge pile of meals and booze.

Aldaris, as the next player it's your call. Maybe download both saves before you make up your mind? (Of course, you could just turn temp off and be done with it)

Pic of the metalworks:
Spoiler (click to show/hide)



EDIT:
Hey, the stone just vanished.
Hm. The FPS is still down. I guess it's the heat flow that's slowing it down. Oh well, guess that means it wasn't my fault :P
Anyway, turning the temp off solves the FPS problem with the save. Uploading now.

EDIT EDIT: And late too.
Well, to make up for it I made some Mspaint art.



EDIT EDIT EDIT: Holy shit. I've been complaining about nothing. The U offers hosting services. The save (<http://users.utu.fi/jypval/SG3-1.7z>) (of Dooooom)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nil** on **July 08, 2009, 06:35:54 pm**

looks like draining the pool worked better than I thought; if someone were to bust in there with even the pathetic current military they should be able to take out the two remaining zombies pretty easy and finally free up the main entrance

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ArkDelgato** on **July 08, 2009, 06:42:00 pm**

In that picture, is rovod in the red or the blue?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 09, 2009, 12:43:44 am**

ArkDelgato: Dunno. What does Rovod look like?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ArkDelgato** on **July 09, 2009, 12:48:03 am**

Quote from: nahkh on July 09, 2009, 12:43:44 am

ArkDelgato: Dunno. What does Rovod look like?

6/7ths the height of a human, bearded, dirty and smelling of alcohol.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 09, 2009, 01:09:01 am**

Oh, is he the one wearing rags?

Oh and nil: Yeah the zombies look easy enough to take care of now. Just couldn't be arsed. I assume all the bolts littered around are from the previous rulers' attempts at shooting them while they were submerged?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Aldaris** on **July 09, 2009, 01:53:31 am**

Okay, downloaded the save, I'm used to playing at 20 fps anyway, And I'm getting a stable 40.

I'll now take a look at the fort, I wonder if I'll emerge running and screaming...

EDIT: What idiot organized this military? Everything's in one squad and they all have different weapons. Switching over to swords and crossbows...

EDIT: And could somebody explain to me why there are catapult parts littered all over the damn place?

Spoiler: Stuff that happened, updated as I go along (click to show/hide)

-Okay, I took over command. Taking a look at stuff.

-Generic wtf reaction

-An ambush! But aren't we all under- Oh, the liason, great...

The idiot is running alongside the edge of the map, refusing to escape.

-butchering excess livestock, that may take a while.

-Planned connection between overfortress tunnel and trade depot, mining begun.

-Built tannery. Gave a number of people tanner labour.

-Carefully re-entering the overfort.

-Noticed the orks are gone, yelled at whoever I thought was responsible for telling me sooner.

-Noticed tower caps have grown in the overfortress, realized the people responsib;e for this are already dead and thus can't be decently yelled at. Felt depressed.

-Repaired underfortress tunnel gate, the mechanisms failed due to a lack of maintainance, opened gate. Defacing-art Starting to turn the overfortress into a fortress.

-Noticed there are trees growing on overfortress hills, yelled at woodcutters to cut them down. They actually dared yell at me I don't have to yell! Of course I have to yell! Otherwise nothing gets done round here!

-Yell

-Shot down the zombie giant eagle.

-Opened gate to let liason out, gobbo ambush, yelled at military to kill gobbos, miraculously, only 1 casualty, 2 soldiers are now officially marksdorfs

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**

Post by: **nahkh** on **July 09, 2009, 02:00:20 am**

How's the FPS?

And don't point that military at me, I had nothing to do with it.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**

Post by: **Aldaris** on **July 09, 2009, 02:03:33 am**

Around 47 for me.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**

Post by: **nahkh** on **July 09, 2009, 02:04:45 am**

Whew. Dodged a bullet there.

Well, good luck with taking back the Overfortress.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**

Post by: **Aldaris** on **July 09, 2009, 02:12:38 am**

Question: Can marksdwarfs shoot through horizontal bars/grates?

Also: Nankh, you forgot to link up the undercity bridge/door/thing to its lever.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**

Post by: **nahkh** on **July 09, 2009, 02:21:31 am**

Uhhh, no I didn't?

Oshi--- It was cancelled? DAMN ZOMBIES

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**

Post by: **Aldaris** on **July 09, 2009, 02:42:17 am**

Success! The overfortress is buzzing with activity, construction, stone blockification, and vomit. Oh armok, the vomit. And nobody died yet!

EDIT:

DAMMIT.

For some extremely weird reason, most of the sparkgear DF folder (Everything that isn't Data/save/current/art_image-9.dat or gamelog.txt) sceased to exist halfway through playing, and I hadn't saved yet. Restarting in an hour or so.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**

Post by: **nahkh** on **July 09, 2009, 04:31:11 am**

It's the SPIRIT of GEARSPARK!

NO, YOU CAN'T HAVE THE OVERFORTRESS!

IT IS THE WILL OF GEARSPARK

Spoiler (click to show/hide)

autosave ftw

Also, "Extremely weird reason" = "I screwed up royally and I'm covering my tracks"

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**

Post by: **Aldaris** on **July 09, 2009, 06:41:58 am**

Erm, no, actually. I was messing with the folder that contained the sparkgear version of DF, as I was moving all my different versions of the game into 1 folder. (40d, 40d9, 40d11, sparkgear, the newest 2d version, etc.) I must have pressed a wrong key combination.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 09, 2009, 07:00:14 am**

(I was kidding, of course)
Well, stuff like that happens. It's shitty but you gotta roll with it.
Don't do that again, though ^^

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Aldaris** on **July 09, 2009, 07:15:14 am**

Attempt number two, now with even worse story stuff.
[Spoiler](#) (click to show/hide)
][[Log of Aldaris Kûbukrigòth, Yeller.]]
So the boss gave up again, so this time they found the most useful dwarf in the fort to take over the task, and that is, of course, me. The only soapmaker.
First order of business: Get rid of the animals wandering around, get military ordered.
Early winter: -Orks left without us raising even a finger. Victory!
-Earning title: Yelled at woodcutters to cut down any bit of tree that's growing in the ruined overfortress, also yelled at miners and masons to rebuild it.
-Overfort mostly reclaimed, re-installing the low gate mechanisms, turing hill outcrop into fortified catapult and marksdwarf platform.
-Blockmaking coming along steadily, my yelling is paying of.
-Set up marksdwarf training
-PROJECT: CLEAR OUT THE FUCKING POOL. Then turn it into a lovely park.
-A blockmaker went weird, he ran out of his workshop, looked around as if he'd never seen the place before. (Not unlikely, as it was in the overfort.) And ran back into his own shop. Then he started running around and gathering stuff.
-A bunch of goblins showed up near the outside trade depot, shooting down the entrance hole, wounding Vin Diesel. Sending our own marksdwarves to send physical yell at them (Bolts.)
-THE ENTIRE FORT CANCELS BEING INTERRUPTED BY ZOMBIE LIZARDMAN: INTERRUPTED BY ZOMBIE SNAKEMAN.
-Aforementioned blockmaker emerged from his workshop holding an alnite cabinet, claiming to have become a legendary miner. Which he already was. He's also still a novice mason.
-Interrupted by zombie frogman
-Soldiers cancel clear out pool, interrupted by snakeman.
-Cave pool cleared out. Only wildlife remaining: The magma pipe inhabitants and a single zombie giant eagle.
-Opened outer gate to finish trap, let out various idiots in the process, feeling suicidal. Yelled at them to get back inside.
-Fisherdwarf died.
-Lost two marksdwarves. retreating back to the fort. Ambush annihilated.
-MOAR DEFENCES! Catapults! Bunkers! stuff! Rebuild the entrance with a single 3-wide bridge! AND MOAR CATAPULTS! MUST HAVE MORE!
-Sealed of old trade depot exit, all traders must now go through the overfort. Aslo trapped the northern gate.
-sealing of cave pond, adding fluid tunnels, drainage has already been handled by previous supervisor, note to self, yell congratulations if you see him.
-Elves arrived! spring! Okay, now we have to open the gates to let them in, or let them rot outside... I'm leaving that piece of blame for the next supervisor.
And let my name be known: ALDARIS THE SOAPMAKER AND YELLER! YELL!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 09, 2009, 09:45:20 am**

Hm, how come your guys keep getting interrupted? I thought I sealed the only firing hole. Did you make new ones?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Aldaris** on **July 09, 2009, 11:15:42 am**

I may have unforbidden the wrong door... Anyway, the pool's clear now, although I forgot that it should be a deathtrap and not a park, so I'm closing it up again and rebuilding the entrance trap.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 09, 2009, 11:41:07 am**

You know, I was going to suggest that you refill it with water. But then it occurred to me that the magma pipe is right next to the pool. Albeit it's a level lower than the bottom but that's nothing a few pumps can't fix.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nil** on **July 09, 2009, 11:42:38 am**

I think you should stick with plan a--four z levels should make sure anything that falls to the bottom is at least mostly dead and the occational falling, screaming orc or goblin and subsequent gore explosion will give the place a pleasant dwarven (or Sparkgeary) ambiance.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Aldaris** on **July 09, 2009, 11:45:56 am**

[Quote from: nil on July 09, 2009, 11:42:38 am](#)
I think you should stick with plan a--four z levels should make sure anything that falls to the bottom is at least mostly dead and the occational falling, screaming orc or goblin and subsequent gore explosion will give the place a pleasant dwarven (or Sparkgeary) ambiance.
Well, there's that, I've also got an extra planned. The next player will see what I mean. Also, if we get some iron for pumps there can be even more fun. I'm uploading the save and finalizing the story thing now.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 09, 2009, 11:48:45 am**

You don't need iron pumps, any metal works just fine. I used a copper pump to fill the exploratory shafts.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Aldaris** on **July 09, 2009, 12:00:11 pm**

...
Really?
...

damn
...
Oh, well, here's the save. <http://dffd.wimbli.com/file.php?id=1189> Writeup is 2 or 3 posts ago. Whoever is next: HAVE FUN!
Although the fort is somewhat functional, I did basicaly no actual management, you may want to look into that.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 09, 2009, 02:07:56 pm**

Uhh, who is that weaver being maimed by goblins?

EDIT: Oh gawd she's friends with everybody
It's a good thing none of our dwarves care about anything anymore.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Aldaris** on **July 09, 2009, 03:19:28 pm**

Quote from: nahkh on July 09, 2009, 02:07:56 pm

Uhh, who is that weaver being maimed by goblins?

EDIT: Oh gawd she's friends with everybody
It's a good thing none of our dwarves care about anything anymore.

Wait, she's important? She's been out there for months....

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 09, 2009, 03:45:33 pm**

Well, I guess she isn't that important. The loss of a single dwarf is hardly going to cause a tantrum spiral anymore.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ArkDelgato** on **July 09, 2009, 03:50:52 pm**

We should put a ceiling over the entire fort, fill it with magma, and have a single pressureplate hold it up.

Just because.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 10, 2009, 06:05:28 am**

Meh. Since the current player seems absent (I PM'd him before his turn began, with no reply),

BONUS ROUND TO THE FIRST RESPONDER

If whatshisname shows up and complains, I'll give him priority though.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **abculatter_2** on **July 10, 2009, 08:25:21 am**

AIDs

How long do I have?

Ooooooh, man. I can tell this is going to be FUN!

JESUS CHRIST 53 DWARVES.
Okay, that's not a lot, but I've never played a fort past around 20 or 30 or so,

AND NOT A SINGLE ONE OF THESE FUCKERS HAS THE APPRAISAL SKILL.

Drink ?

DAMN IT, ALDARIS!

The butcher has a pet dog...

Nahkh, just out of curiosity how the hell are supposed to get the magma out of the exploration tunnels?

RAAAAAAAAAAAAAAAAAAAAAAAAAAAAA DAMN IT SPARKGEAR.
I SPENT LIKE A MINUTE TRYING TO FIND THE MAGMA FORGES AGAIN THEN FORGOT WHAT I WANTED WITH THEM RAAAAAGH

See also; Rage

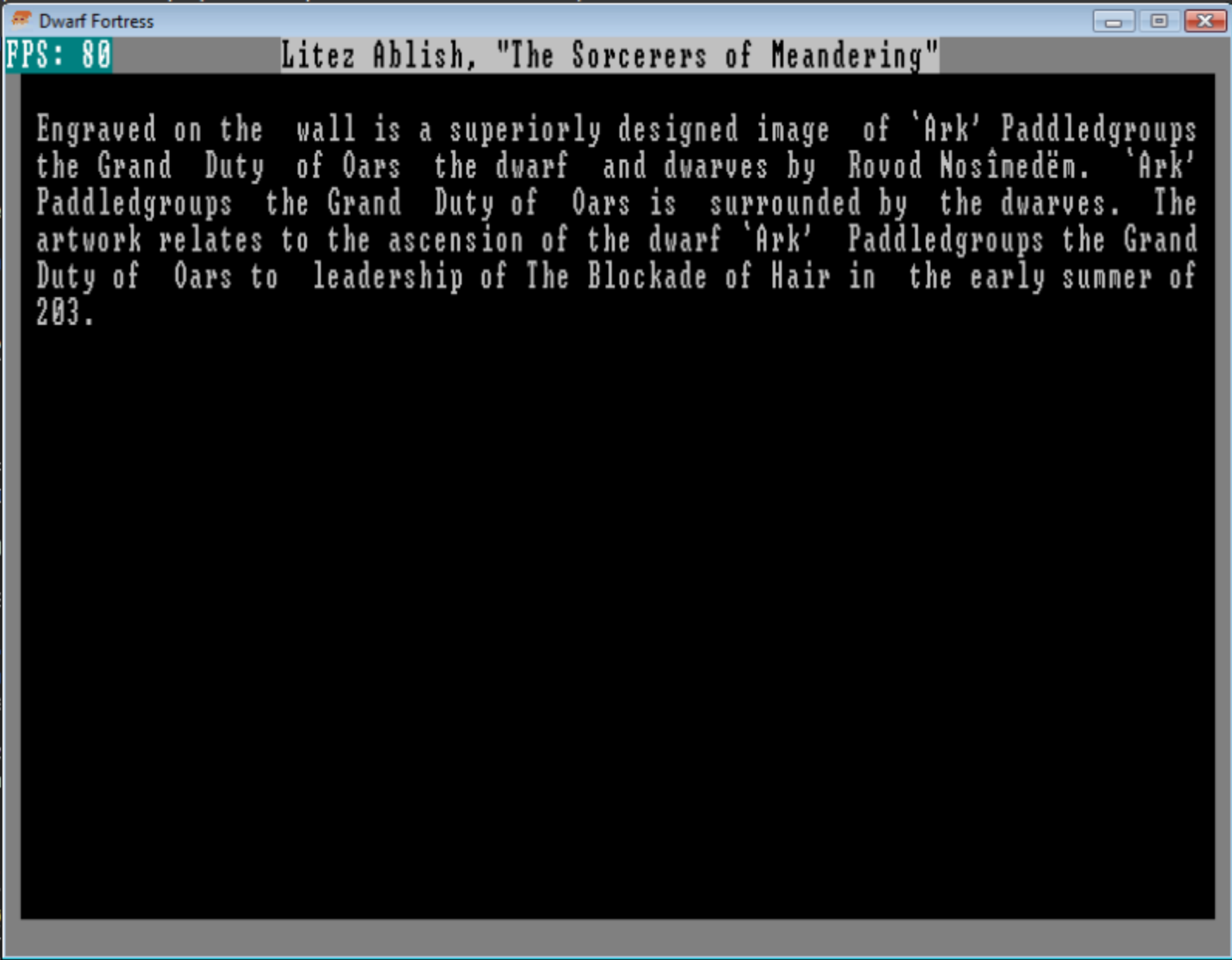
YOU CALL THIS A REFUSE STOCKPILE?!
IT'S NOT EVEN OUTSIDE!

WHY THE HELL DO WE ONLY HAVE ONE BREWER?!

GAHHHHH A BABY DIED

The liaison went berserk right in the middle of the dining room/meeting area...
I think I'm going to film this.
Bah. He killed a donkey then some wrestlers killed him.

gggaaaaAAAAAAAAAAHHHHHHHHH this place is confusing!
Use notes when you make things!



wat

BARRELS. WE NEED MORE BARRELS!!!

A farmhand has given birth.
Whoopdy damn do.

We also need cats.
And guess what the dead elves have?

brb

I have no idea what the hell to do for this hellhole.

There are 5 mason's workshops, all making stone blocks.
Why?

YAAAAAAAAAAAAAY ZOMBIE GIANT EAGLE!

SOMEONE GET THOSE GODDAMN CATS, DAMN IT!

ORC SIEGE YAY
I'd like to just leave the drawbridge lowered, enlist EVERYBODY, and see what happens.

The mayor just mandated an export ban on something.
He was also outside when the orcs came and didn't get inside fast enough.

AH FUCK THIS FORT, LOWER THE DRAWBRIDGE!!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Aldaris** on **July 10, 2009, 09:06:16 am**

Quote from: Aldaris on July 09, 2009, 12:00:11 pm
Whoever is next: HAVE FUN!
Although the fort is somewhat functional, I did basicaly no actual management, you may want to look into that.
I didn't do any fort management, it even fits with my character, he's a soapmaker, after all.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **abculatter_2** on **July 10, 2009, 10:16:58 am**

Quote from: Aldaris on July 10, 2009, 09:06:16 am
Quote from: Aldaris on July 09, 2009, 12:00:11 pm
Whoever is next: HAVE FUN!
Although the fort is somewhat functional, I did basicaly no actual management, you may want to look into that.
I didn't do any fort management, it even fits with my character, he's a soapmaker, after all.

That's why I'm yelling at you.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 10, 2009, 01:22:13 pm**

Moar update!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **abculatter_2** on **July 10, 2009, 01:26:16 pm**

Quote from: Demonic Spoon on July 10, 2009, 01:22:13 pm
Moar update!

I lowered the drawbridge and everyone died. The end.

I could try to play it again, but damn that fortress was really living up to it's name of "the fortress of failure"

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**

Post by: **Demonic Spoon** on **July 10, 2009, 01:34:17 pm**

...How could everyone die of just one drawbridge lowering? I smell fowl play!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**

Post by: **nahkh** on **July 10, 2009, 01:52:47 pm**

>_<

I'm gonna have to call veto on that turn. No killing the fort on purpose, please. Shame on you, abculatter.

As for the management issues, WTF? I left the fort with ~300 drinks, more than enough food, with magma forges set up. What the fuck happened?

I'm curious as to why this fortress is more prone to people intentionally fucking it up. It's way more fun if it happens accidentally, plus intentional fuck-upery just pisses everyone off.

I wonder if I'm doing something different than the previous ones. I think I'm going to curse at you more. It's either that or is the appeal of the SG style wearing off? Fuck no. It's you players. I need some new ones.

SparkGear Demands Fresh Blood!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**

Post by: **abculatter_2** on **July 10, 2009, 01:58:55 pm**

Quote from: nahkh on July 10, 2009, 01:52:47 pm

>_<

I'm gonna have to call veto on that turn. No killing the fort on purpose, please. Shame on you, abculatter.

Shame on me.

Quote from: nahkh on July 10, 2009, 01:52:47 pm

I'm curious as to why this fortress is more prone to people intentionally fucking it up. It's way more fun if it happens accidentally, plus intentional fuck-upery just pisses everyone off.

I wonder if I'm doing something different than the previous ones. I think I'm going to curse at you more. It's either that or is the appeal of the SG style wearing off? Fuck no. It's you players. I need some new ones.

I think that it's the fort. It's turned into a disorganized, unmanageable mess (or maybe it always was...) with unfinished projects everywhere in varying levels of completeness.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**

Post by: **nahkh** on **July 10, 2009, 02:05:18 pm**

Huh. For some reason it didn't bother me in the slightest. I could easily figure out where everything was, what worked and what didn't. Of course, I didn't try anything hard, like opening the gates.

Whenever I saw a project I didn't know the purpose for, I just ignored it and worked my way around it. Served me well.

... Looking at the fortress from that angle, I guess you have a point. Looks like it needs some major reorganization. Would you mind uploading the most recent map (without your "hai guise let's have a picnic outside!" -move)?

After you have it up I'd like to ask everyone who's played on the fort to leave PoIs explaining what their projects are for. I'll then compile some kind of a to-do list or maybe even go the save over and fix/clarify/Note everything that needs it.

The booze situation sounds really bad though. We have next to no wood, and if the barrels are all holding useless crap noone cares about the fort will go sober for a _long_ while. Worst case - I'll roll back to before Aldaris' save and fix the fort from there.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**

Post by: **Demonic Spoon** on **July 10, 2009, 02:05:58 pm**

!!BLOOD!!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**

Post by: **abculatter_2** on **July 10, 2009, 02:09:14 pm**

Quote from: nahkh on July 10, 2009, 02:05:18 pm

Huh. For some reason it didn't bother me in the slightest. I could easily figure out where everything was, what worked and what didn't. Of course, I didn't try anything hard, like opening the gates.

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Aldaris' save is currently the most recent save. I'll get a map up in a bit...

Also, the booze shortage isn't a problem, it's just that nobody told the dwarves to more more.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 10, 2009, 02:10:46 pm**

I'm pretty sure I left standing orders to brew stuff. If they stopped it's because we ran out of barrels.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 10, 2009, 02:11:30 pm**

You realize what this means of course...gold barrels!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **abculatter_2** on **July 10, 2009, 02:13:29 pm**

Quote from: Demonic Spoon on July 10, 2009, 02:11:30 pm
You realize what this means of course...gold barrels!

The only gold I saw on the entire map was from a dead caravan. Though I didn't do much digging.

There's quite a bit of zinc and copper though.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 10, 2009, 02:14:44 pm**

... damn I'm stupid. Metal barrels. Of course.
I don't think we have gold, just ortoclase, but we've got plenty of scrap metal. Zinc barrels, here we come!
(Come to think of it, DD has a composite metal called Nordic gold. Anyone know what that is? Copper-Aluminium? EDIT: Oh, it's the stuff some euro coins are made of. 89% copper, 5% aluminium, 5% zinc, and 1% tin.)

About the map thing. When you post a PoI, make sure the name is so descriptive that it would be easy to identify. If you still remember the year it was built, include it in the PoI text.
Speculating or commenting on other people's projects is allowed, but add the text "Spec:" in front of the PoI name. This allows for others to easily see which PoI's describe the true purpose behind a construction, and which don't.

Is that too confusing for you?

Example:
There is an unknown lever that is currently in the "activated"-position. If it was made by me, here's what I would post:
Name:"Lever in north corridor, near the unfinished hall"
Text:"I used this lever to trigger a support to fall, cutting off the magma flow. It's unnecessary now, you can remove or reuse it."

Now suppose I wasn't the person who built it, and was curious as to what it was. I could post:
Name: "Spec: Mysterious lever in the north corridor"
Text: "Does this lever connect to anything in particular? I was too afraid to touch it."

(As for why "Spec:"? Speculation or Spectator or whatever. Just a randomly selected tag.)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **abculatter_2** on **July 10, 2009, 02:26:31 pm**

http://mkv25.net/dfma/map-6353-sparkgear3
GO GO GO

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 10, 2009, 02:40:50 pm**

Oh and someone asked how the exploratory tunnels were supposed to be cleared of magma: They aren't. I left it like that as a convenient magma dispensation system. Should you ever need magma, it's not far away.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 10, 2009, 02:58:59 pm**

Ok, NOTICE TIME:

If you just wonder what something is without contributing anything useful to the general knowledge about the workings of the fort, use the comments or ask about it on the thread.

Don't clutter the PoI's so much.

I'm looking at you, DS.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 10, 2009, 03:04:28 pm**

I've never fought orcs before, and That strategy massacres goblins.

Most likely won't happen again.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 10, 2009, 03:15:17 pm**

Yeah well, you've been long forgiven. It didn't kill the fort, partly due to EPIC AWESOMENESS by ArkDelgato.
Although I have this strangest recollection of warning you that orcs will fuck you up. I guess seeing is believing...

Haaang on. I don't seem to be able to find a post of me warning you that orcs fuck you up. In that case my apologies. At least it was implied.

EDIT: I just sent the next player, Tarquinius, a PM explaining our current state. I asked if he'd agree to having his turn rearranged a bit so

I could arrange the fort into a better shape.

EDIT EDIT:

I guess that while I'm rearranging the fort I'll draw up some kind of a map to the fort. Showing where the main bits are, how they're connected, where the exits are and how they're controlled.

But damn this place has a lot of exits. It's like swiss cheese, by Armok.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 10, 2009, 03:23:52 pm**

Who says your so great at reorganizing a fort anyway? Your probably going to use the extra time to try complete your statue.

EDIT: Stop editing so much, I have to keep checking your posts to make sure you didn't edit them >:(

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 10, 2009, 03:26:47 pm**

Heh, if I wanted that I would've completed it instead of looking for magma.

Besides, I kind of like the look the unfinished statue gives the whole fort. Looks delightfully downtrodden. Broken and battered.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 10, 2009, 03:27:49 pm**

I do it because I don't like double-posting.

I never edit a post once someone has posted after it. (Well, sometimes if someone posted while I was editing, but that hardly counts)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 10, 2009, 03:28:16 pm**

~~Perhaps even...habitable? What with no giant dwarven groin hanging over our heads.~~

I wasn't paying attention to the state of completion of the statue.

Like just now maybe eh?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 10, 2009, 03:32:11 pm**

That was an example, since you complained.

The only advantage to double posting is that it keeps the thread bumped. But since we have far more posts per day than any other thread ever, I think we're safe in that regard.

Also, I don't really understand what you just said. That first sentence, it hurts my head.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 10, 2009, 03:35:21 pm**

~~The giant dwarf statue right. It would have been standing right over the fortress. Only the legs are complete. What come after the legs? If you know what I mean.~~
Nevermind, nothing to see here, move along.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 10, 2009, 03:36:50 pm**

Uhh, it's more complete than that.

Only the hands and weapon are incomplete. Actually that map has the whole thing. Also, there's a picture of it ON THE FIRST POST.

EDIT:

Oh I guess editing the first post is the only exception to editing my posts.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 10, 2009, 03:37:21 pm**

Oh right, my bad then. Sorry.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 10, 2009, 03:39:16 pm**

So yes, the fortress is toiling nobly beneath a giant dwarven crotch.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 10, 2009, 03:40:08 pm**

Is that why the place smells of urine? Or is it just the lack of any plumbing whatsoever.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 10, 2009, 03:42:06 pm**

Hey we have pumbing! ... filled with magma.

It does make the huge puddle of vomit look a bit suspect though.

EDIT:

So, we still need someone to point out the levers that control the exits. I have no fucking idea how and in what ways the underfortress connects to the surface, beyond the access hatches to the overfortress.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 10, 2009, 03:43:24 pm**

Well as long as you don't mind urine steam the magma plumbing may very well work!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 10, 2009, 03:46:34 pm**

I can think of a few problems with that. The first and foremost would be: You know how sometimes when you're taking a dump the water splashes up? I think you can see where I'm going with this.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 10, 2009, 03:58:28 pm**

Yeah, simply make the space between the magma and the place where you do your business a bit larger.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 10, 2009, 04:00:03 pm**

Quote
okace
Qwertyitis?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 10, 2009, 04:00:22 pm**

I don't get it?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 10, 2009, 04:01:14 pm**

Did you get it after I, *sigh*, edited my post?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 10, 2009, 04:02:09 pm**

ummm...maybe? ;)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Kamrusepas** on **July 10, 2009, 05:21:01 pm**

Crap, missed my turn. had to rebuild the extension's roof. Luck is against me, stupid life :(

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 10, 2009, 05:27:27 pm**

Oh no worries, just sign up for a new turn.
17th work for you?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Kamrusepas** on **July 10, 2009, 05:35:10 pm**

Quote from: nahkh on July 10, 2009, 05:27:27 pm
Oh no worries, just sign up for a new turn.
17th work for you?

Theres to much work to be done (Re-Tiling, Plastering and painting...oh god) theres way to little time to be playing DF. maybe 27th if the fortress keeps alive that long. ;D

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 10, 2009, 05:49:26 pm**

Oh it'll stay alive even if I have to drag it there with my teeth. 27th it is, then.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 10, 2009, 05:57:29 pm**

Quote from: nahkh on July 10, 2009, 05:49:26 pm
Oh it'll stay alive even if I have to drag it there with my teeth. 27th it is, then.

Don't jinx my turn.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 10, 2009, 06:02:44 pm**

I'm not jinxing anything.

Tarquinius agreed to have his turned bumped down. I'm gonna spend the time getting the fortress to a decent shape.

Post some PoI's for me to work with. Lever designations, questions, whatever. I'll be posting a big state of the nation post, along with simplified maps and stuff.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Wimdit** on **July 10, 2009, 06:03:40 pm**

Woo, this means I get the least screwed-up turn for a while.

...Hopefully.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 10, 2009, 06:05:13 pm**

Did I mention I'm a math student? So my definitions of "clear" and "organized" might vary :P

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 10, 2009, 06:12:23 pm**

To clear some stuff up...

The "Back door" was part of a crazy plan to get Ryan back into the fort before the orcs came and then lock the door.

He then underwent the transformation into godking Ryan, charged the orcs, and mangled a few of them horribly. he crawled away, I charged, and we saved him. (Unlike Ark.)

The Tower was for when we had bows so that we could shoot at the orcs. This was before I discovered Fisherdwarf Ryan had been left outside.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **The13thRonin** on **July 10, 2009, 10:23:11 pm**

I approve of this succession fortress.

I hope it comes to a suitably bloody and awesome end.

PS - If you experience any oddities with Dig Deeper you can post in the main thread in the modding forums or personal message me [THE TRADE BUG HAS ALREADY BEEN REPORTED THOUGH].

I'm already working on the next incremental patch/version.

Keep up the awesomeness!

PS - You guys might want to fix the trade bug yourselves while you wait. Just copy the [trADECAPICITY] tag thinga-ma-jiggy from donkeys and give it to yaks.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Aldaris** on **July 11, 2009, 01:53:27 am**

I added POIs regarding my turn. The blockmaking was happening to give the masons something to do and get rid of excess stone (They take less space in block form), and buildings just look nicer with blocks instead of crude stone. The catapults are everywhere, you can use the huge room for whatever else you want. There are currently 3 connections between the under and overforts, and the majority of the flying undead have bee cut down. I also added a tanners shop and marked most of the animals for slaughter, so you may have some leather lying around here and there.

EDIT: And as a disclaimer about the food and booze situation, my own forts tend to have working and pretty much automated supply chains for critical things like that. So I'm not used to checking that every minute. Any job cancelations probably got lost in the tsunami of cave-pool related cancelations.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 11, 2009, 04:40:57 am**

The13thRonin:
Heh, thanks. I'm aware of the trade bug, but we haven't run into it. I don't think we've ever traded with anyone ^^
I'm loving your mod though. Zombie giant wyverns, priceless :D

Aldaris:
Yeah it was screwed up when I got it, and didn't fix it properly, just patched it a bit.

Everyone:
If you know of any particular oddities in our fort maintenance, tell me about it. Any advice or otherwise relevant information is appreciated.

EDIT:
For instance, Aldaris, did you know that the underground pool drainage is currently open to the fort's lower levels? IE if someone actually tried to refill the pool, you'd flood the magma forges?
Now that's the sort of thing that needs to be mentioned.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Aldaris** on **July 11, 2009, 05:14:35 am**

Quote from: nahkh on July 11, 2009, 04:40:57 am

Aldaris:
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EDIT:
For instance, Aldaris, did you know that the underground pool drainage is currently open to the fort's lower levels? IE if someone actually tried to refill the pool, you'd flood the magma forges?
Now that's the sort of thing that needs to be mentioned.

Pool drainag.. Oh, right, that.
Oops.
That was to get at those bones and stuff. You may indeed mant to put a door in there.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 11, 2009, 05:16:48 am**

I'm going to keep posting updates on what I'm doing.

The most pressing problem is booze. We have no free barrels whatsoever.
Since we're currently not under siege I'm going to clearcut THE FUCK out of all surrounding terrain.

I'm making more axes and assigning woodcutters as I'm writing this. Then we'll go out under armed guard to CUT THAT WOO-OD. The overfortress is now temporarily a giant logging camp, with the SW hall used as wood/barrel stockpile and carpenters shop. I've also forbidden our food stockpiles from using barrels.

EDIT:
Quote from: Aldaris on July 11, 2009, 05:14:35 am
You may indeed want to put a door in there.

Yes I think I want to do that.
I think I'll just wall it up instead.

Also your system directly connects to the kitchens as well.
SHEESH, how many forts have you drowned?

EDIT EDIT:
Aaaand a kobold ambush. Meh.

E3:
Our proud military eliminated the feeble threat. The weaver that was being assaulted by goblins was rescued, but bled to death of his wounds.

Right now I'm having issues with a certain zombie giant eagle.

E4:
Uhh. Just look at this mess.
Spoiler (click to show/hide)



E5:
NO. NO FUCKING PARTIES. GET BACK TO WORK.

E6:
<long, ugly words directed at whoever designed our food making processes>

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 11, 2009, 06:17:18 am**

You?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 11, 2009, 06:22:38 am**

Me? Hell no. I worked in the upper fortress.
The food processing was already in place. I just tweaked what's allowed to be cooked a bit.
My point is that we have sixteen farmers. Sixteen! With 58 dwarves? We need maybe six competent people working on food and we're set for life. With sixteen the xp is spread so thin we might as well start gathering vermin now.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Aldaris** on **July 11, 2009, 06:23:46 am**

I only drowned my 3rd trial fort, when I tried to make an underground well and the deprssurizing pump didn't work out. Also, there was more vomit by the entrance when I was busy reclaiming it. Also, you should probably train some melee dwarves, as right now all soldiers are marksdwarves. Still, we now have the siege weaponry to thin out ork sieges...

I also made sure only farmers harvest, so the xp is at least a bit concentrated.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 11, 2009, 06:34:42 am**

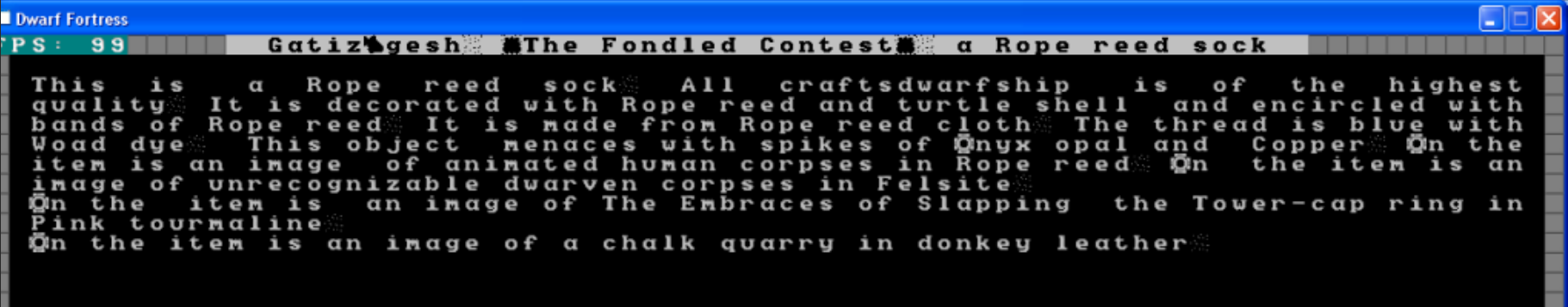
I'll have to reduce the number of workers. We can't spare the dwarfpower right now.

Also, Brak Obama is having a mood. It doesn't look good.
I think he has everything else but the shells. Fortunately we have two raw turtles in store, but no fishery (remedying this now)

UPDATE:
They've been processed, and I forbade everything else. Someone should it one soon.

UPDATE:
HA! It worked. The prophet ate the turtle!
Brak Obama is working furiously.
I also found that one of the caravans left a huge pile of booze after them. Guess the orcs are tee-totalers.

UPDATE:
Oh my sweet Armok.
This sock is the best sock ever.
[Spoiler](#) (click to show/hide)



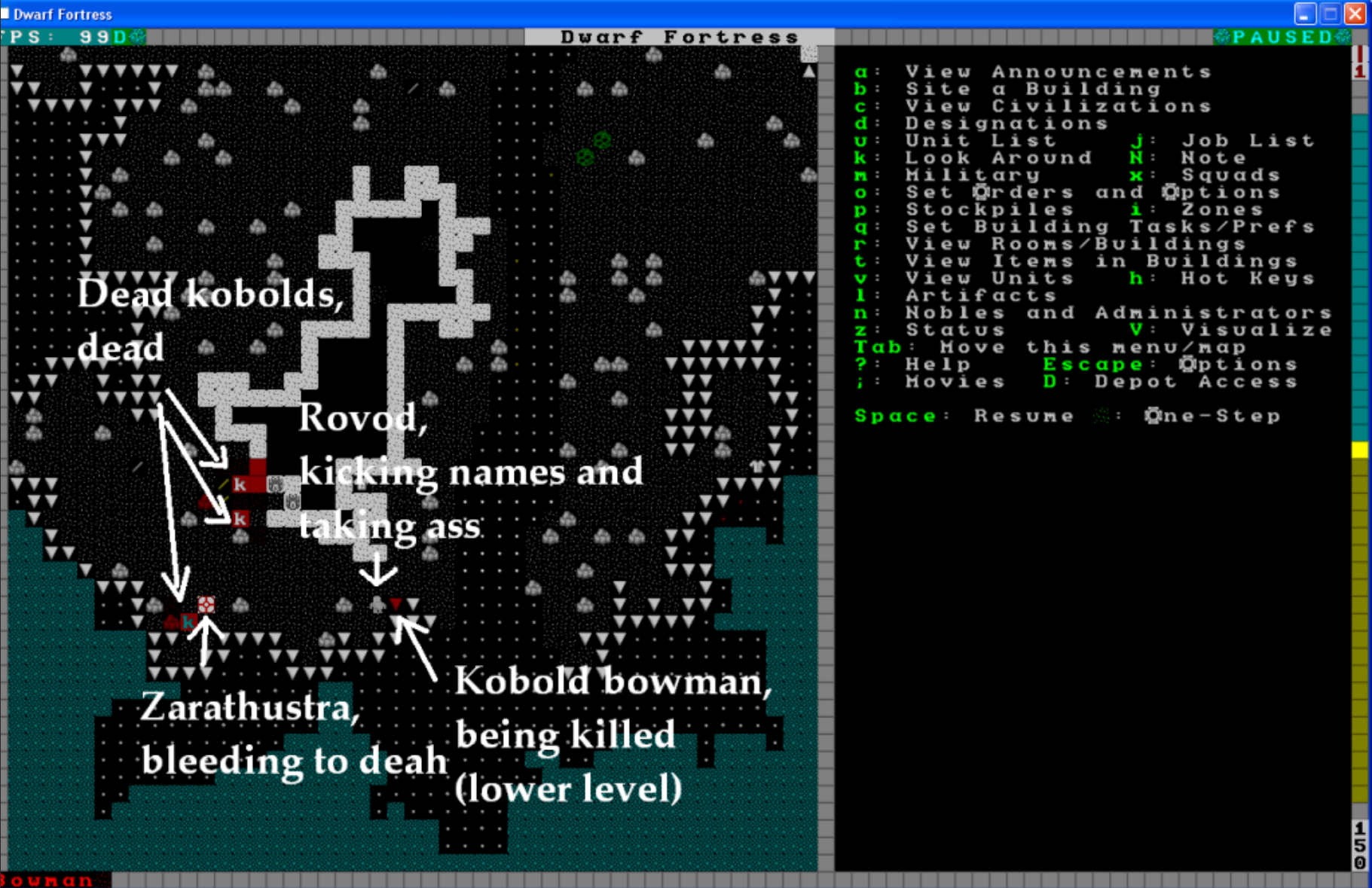
All hail Brak Obama!

And Aldaris, I'm planning on churning out some obsidian swords in the near future.

UPDATE:
I'm fed up with that stupid zombie eagle, interrupting all my work. MARKSDWARVES, TO YOUR DUTY!

UPDATE:
Hah! Death to the undead!
Got one red wound, but it's an arm. He'll be fine.

Update:
Uh-oh.
More kobold ambushers. The only ones anywhere near were Rovod and Zarathustra.
Together they were doing fine against the kobold swordsmen, and were killing the last one, when suddenly a kobold bowman appeared and shot Zarathustra, hitting him in the heart. Rovod yet out a fell cry and charged the lonely bowman, dodging his arrows with devilish agility.
Picture:
[Spoiler](#) (click to show/hide)



eh some typos.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **iluogo** on **July 11, 2009, 08:07:46 am**

this fort is awesome ;D
i'd like to take the 17th if that is possible
I haven't played dwarffortress in a long time but since it is vacation i have plenty of time

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 11, 2009, 08:16:19 am**

I added you to the list.
A little rustiness with DF shouldn't be a problem.

But DAMN this fort is confusing. Zig zagging corridors everywhere. Oh fuck it, I'll just seal everything and carve my own corridors, then color-code everything.

EDIT: ZOMBIE GOATS LEAVE THIS PLACE

EDIT:
You know, I've never actually played a fort where adamantite was necessary for survival. It was always just a fun extra.

But now it's beginning to look like it's crucial for survival. I suggest that someone start looking for it (I'm busy with the reorganization, no time for such)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 11, 2009, 09:40:56 am**

A VILE FORCE OF DARKNESS HAS ARRIVED!

Oshit, half of our dwarves are at risk here.
I'm ordering a fighting retreat back into the fort. Good thing we had the military on alert. If only I COULD SOMEHOW GET THOSE GODDAMN CHILDREN INTO THE FORT. AND THAT STUPID DUNGEON MASTER.

UPDATE:
Lost an elite wrestler and a stoneworker, but everyone else is locked in and safe. PLUS MY PLAN IS WORKING, we're killing orcs left and right.

~~ANNOUNCEMENT: I'll be offline for a few hours.~~Thunderstorm.nevermind, it cleared out. Game me time to get something to eat.

Writeup of the action:
[Spoiler](#) (click to show/hide)
Stub Gatemyth was on duty. Had been for a long time now. After the few ragtag survivors had taken the overfortress, the place was buzzing with activity. Stub had spent months guarding the south gate, and before that the clearcutting operation. At least they got to kill the occasional kobold death-kommando squad, but otherwise it was a boring job. There were two other members on his squad, Ingish and Buttercup, but since Buttercup was a mother of two she spent a lot of time off her post. It wasn't strictly allowed but Stub and Ingish had agreed to keep it quiet.
Buttercup had left the post again, leaving Stub and Ingish to watch her older daughter, Mothkat. That day had a lot of traffic, as the new caravan road had just been excavated and the work crews were still finishing it up. Suddenly, a shriek filled the air.

"ORCS! ORCS AT THE GATES!"

Ingish growled "Bloody hell, I know it's been too quiet", as he started to run.
"Yeah yeah. We need to get everyone in the fortress", Stub replied.

Stub and Ingish ran towards the caravan road approach, against the tide of running dwarves. They reached the approach before the orcs did, and scanning the surroundings for dwarves in distress. Suddenly they heard light footsteps approaching them from behind. Mothkat had followed them!
Ingish tightened his grip on his crossbow and said: "Take her back. I'll hold the orcs long enough for you to get the gates closed. Don't argue."
Stub put his hand on Ingish's shoulder, saying: "We'll come back for you."
Stub lifted Mothkat and started running back to the fortress.

Stub reached the south gate, screaming "MAN THE RAMPARTS! WE MUST HELP INGISH!". Stub ran up to Dakost, who was standing over the gates.
"Didn't you hear me? We must help him."
Dakost silently pointed out to the caravan approach, where Stub could just make out Ingish and the orcs.
"It's too late for him now. I've ordered the gates closed", said Dakost.
Three orcs laid dead across the path, but the orcs were too many. As they cornered Ingish, a fell and terrible orc stepped forth, it's gear reflecting it's rank. Two other orcs jumped Ingish and held him down. The fell orcs raised it's cleaver and crushed Ingish with a cruel scream.

Watching his friend get cut down like an elf filled Stub with grim determination and rage. Once again he yelled "Man the ramparts! Let's show those bastards what Gearspark is made of!"
Dakost's squad manned the eastern ramparts while Stub and Buttercup took the west bunker. Shortly afterwards the orcs charged toward the south gate.

The orcs were wild with bloodlust now. For years they had controlled these lands and killed the foolish dwarves who tried to fight back. None could oppose them. But suddenly they were met with a hail of bolts, shot from within hidden ramparts. The orcs mostly stood their ground, but every once in a while one fell to the ground, clutching a bolt sticking out from their flesh.
The fell orc stood fort and howled: "I am Stozu Amxuuslot! Surrender now and your deaths will be swift!"
Stub replied: "FUCK YOU!" and fired his crossbow, catching the fell orc in both lungs and heart.
The orc stood awhile, stunned, and collapsed. The other orcs screamed in fury and continued their charge.

After a fierce battle, the orcs retreated. This day the tide was turned, the orcs were turned back for the first time. It was a small thing, but the change in the air was almost electric.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nil** on **July 11, 2009, 11:43:51 am**

FYI there's a few barrels up in the hermit's cave, should be easy to get at now that the overfort is secure... and no reason not to clear it out now that Zarathustra is dead (may the prophet of the uberdwarf (unterdwarf?) rest in peace!)

Also: Who mined out the main entrance after we went to all that work clearing out the pool?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 11, 2009, 11:56:31 am**

Let me guess nahkh...ingish went to get a drink didn't he?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **abculatter_2** on **July 11, 2009, 11:58:15 am**

Oh BTW, there are two caged cats just outside the underfort main entrance which should really help with that vermin problem (or, at least, i had a vermin problem when I played). They also have a bunch of diamonds, which are always nice.

Also, random post.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 11, 2009, 11:59:35 am**

No, Ingish refused to pull back. I tried everything, up to and including redrafting him.
(I'm going to keep updating that previous post, but the thunderstorm is back. I'll be offline for a while.) Sounds like the storm is passing.

Yeah it passed.

You know how people are used to thinking that crossbows are overpowered? Not against orcs they aren't. I'm having a hard time killing them even with two crossbowsquads shooting at them.

UPDATE:
YES! WE HAVE DRIVEN BACK THE ORCISH HORDES!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **abculatter_2** on **July 11, 2009, 02:23:04 pm**

Quote from: nahkh on July 11, 2009, 11:59:35 am
You know how people are used to thinking that crossbows are overpowered? Not against orcs they aren't. I'm having a hard time killing them even with two crossbowsquads shooting at them.

This is why you use magma.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 11, 2009, 02:46:04 pm**

Hey I broke their siege all right.

Only to have goblins ambush me, kill our mayor and wound Stub.
At least Rovod is now mayor.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 11, 2009, 03:47:09 pm**

SAVE UP: clicky (<http://users.utu.fi/jypval/SG3%20fixed.7z>)

I think we can consider the booze situation solved.

I've also made the fortress more defensible, and I've made the layout a little clearer.

We now have precisely uno path connecting the over and underfortresses: The main corridor. I've blocked/repurposed everything else. The military is supposed to live in the overfortress, along with siege operators. All fortifications and catapults are only accessible from the overfortress proper.

The other big change is the caravan road: Now all trade passes through a long, heavily fortified road. We have two catapults shooting along the road, a large number of different firing angles for marksdwarves, four bridges that can close it off and it passes over the trap pool (currently refilling, don't overfill it. The controls are next to the reservoir).
There's one door along the road that needs to be removed: It's in the overfortress, easily spotted. Remove and wall it up once the bridge is built.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Wimdit** on **July 11, 2009, 05:18:03 pm**

Got the save. If we're semi-secure now, I think it's enormous impractical defense system time.

EDIT: Can't open the save. I have 7-zip, but apparently it 'cannot open the file as archive.' Can you put it in .zip format or something?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Wimdit** on **July 11, 2009, 06:13:14 pm**

Double posting so that this issue may be submitted in a frank and forthright manner for nakh's judicious appraisal, provided he has notification enabled. Which he probably does.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 11, 2009, 06:15:14 pm**

I don't. I just read the forums like an addict.

reuploaded (<http://users.utu.fi/jypval/SG3fix.zip>)

I think you should start training the military. Maybe force every civilian to take crossbow classes or something. But that's just my opinion. Remember to stop the pool refill before it floods the fort.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Wimdit** on **July 11, 2009, 06:25:02 pm**

Got the save for reals. This place is a mess. I'm not going to ask why there are dwarf bones underneath the room where Stubs is recovering.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 11, 2009, 06:30:02 pm**

Dunno. Something to do with the previous owners of the room.
I guess Ark liked it that way.

I better upload a map with some clarifying notes.
Do you have any particular questions about the fort?

Oh yeah, one or two things need fixing. Currently all the fortress booze is stored in the overfortress. That needs to be fixed. The overfortress should have it's own food/booze storage though. Plus there's that one door along the caravan road that needs to be walled up.

Can you figure out what corridor connects where? I took some liberties with the existing passages.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Akreaveter** on **July 12, 2009, 04:03:37 am**

Sign me up for the 21st.

Here's hoping I remember.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 12, 2009, 04:10:01 am**

I'll sign you up, and PM you once your turn is imminent.

By the way, has anyone else looked at Dakost when he's shooting with that artifact crossbow of his? It's like a fucking machine gun. I recommend not having him as the squad leader because he constantly keeps running back for more ammo.

How's it going, Wimdit?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Aldaris** on **July 12, 2009, 05:18:01 am**

Here's a trick: Place ammo stockpiles in every bunker and produce more ammo than you have stockpile space for. They'll pretty much always be full. Also, once adventurers can remove constructed walls (With effort), forts like this will be awesome, what with all the walled of corridors.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Wimdit** on **July 12, 2009, 06:01:39 am**

Quote from: nahkh on July 12, 2009, 04:10:01 am
I'll sign you up, and PM you once your turn is imminent.

By the way, has anyone else looked at Dakost when he's shooting with that artifact crossbow of his? It's like a fucking machine gun. I recommend not having him as the squad leader because he constantly keeps running back for more ammo.

How's it going, Wimdit?

I'll tell you one thing: Dakost's dead.

:/

Full update and save coming soon, 'cause I should be going to bed.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 12, 2009, 06:05:28 am**

CRIES MANLY TEARS

Oh Dakost, I hardly knew ye. May your tables always be masterwork and your beer always cold.

On completely different note, cats in real life are just as good at hunting vermin as they are in DF. I just watched my cat hunt, kill and eat a fly. Gross.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Wimdit** on **July 12, 2009, 06:07:49 am**

That means dogs are better than cats, relative to DF. My dog catches flies all the time.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 12, 2009, 06:49:15 am**

HERESY

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Wimdit** on **July 12, 2009, 07:08:51 am**

Archimedes' Log
I feel that now the time is right. I managed to get myself appointed Dungeon Master of this remote, orc-ridden village on the fringes of civilization so that I could realize my dream of the Dwarven Orbital Magma Cannon. The poor saps here will build the tower for me, and then they will pave the sky, and it will be glorious. I will make the screws and pipes necessary for such an endeavour.

1st Hematite
Few notable events. I am levelling the top of the northwestern hill in order to have flat terrian for my masterpiece. Elves arrived and were ambushed by goblins. That was most entertaining. A miner was possessed and started running around gathering things, so I paid him no mind. Eventually he went insane, however. I suppose he wanted glass or shells or something. They found his naked corpse at the bottom of the stairs. The clearing of the hill ran into a few difficulties: my miners caused a cave-in. One of them died, so I ordered them to mine from the top downwards. That often led to them mining away the rock they were standing on: one miner landed on his horse and broke her leg. Most amusing. Then he somehow caused another cave-in, but, tough as he was, he was merely horribly mutilated instead of killed. He is now recovering in the barracks, with his injured horse on top of him.

I also ordered my quarters expanded. I now have proper rooms, instead of the cubbyholes which are common in this fort.

25th Limestone
Work on the cannon is encountering some difficulties, primarily the lack of wood for the windmills and axles. Nevertheless, we can now

pump magma to the surface: the next step is to build a tower and pave the sky. I considered using the gigantic statue that was apparently built in the first year here, but it was not in a suitable location.

Two interesting events also happened: a child has been possessed and is demanding wood and shells and cloth and gems and bones... it figures. There was also an orc siege of three squads, mainly swordorcs, axeorcs and wrestlers, with a few hammerorcs mixed in. No boworcs, fortunately. They are still outside, thanks to a zombie wyvern that intercepted my marksdwarves when they went to a hill which I didn't order them to go to: apparently they were acting on the orders of a previous ruler of this place. The first casualty was a baby one of the marksdwarves had been carrying; the second, also a baby she was carrying. She was carrying them both into combat. Her two older children also followed her, and spent the battle running around waving their arms in the air. Stubbs the marksdwarf joined them for a while before overcoming his brain injury and actually fighting. To make a long story short, the wyvern disabled my entire military. Retreat is not the dwarven way, and so my course was clear. I drafted the entire fort (except myself, of course) and sent them against the wyvern. Zuglar the combat clerk got the kill.



Casualties:

Dakost Akmamingiz Ninurvanel, elite wrestler. His machine-gun crossbow skills will be missed.

Kikrost Oslandesor, random woodcutter.

Zas Olonsefol, Buttercup's baby.

Melbil Rithlutmonom, Buttercup's other baby.

Injuries:

Skid, bald tyrant (entire left arm and half his right arm cut off, lower body broken. Is superdwarvenly tough, but unconscious and will likely never be able to walk around without falling unconscious constantly). Pity it wasn't Stub - would have been appropriate.

Kib Rigothusen, butcher and siege operator, (left leg cut off at the knee, remains able to move around without falling unconscious).

Stubs, elite wrestler (mangled arm).

Sibreik the child (right arm and leg mangled).

Lor the marksdwarf (broken arm).

Buttercup the marksdwarf (broken arm, still ecstatic despite having lost two children).

Edem the farmhand (broken leg).

Urist the marksdwarf (broken leg).

Ducim the woodcutter (mangled leg).

Most of an orc squad was eliminated, but there are still a lot out there. A special tomb will be constructed for the casualties beneath the site where the battle took place, and the wyvern corpse will be placed within. Dakost's tomb will be decorated in recognition of his champion status.

1st Moonstone

Gasp! The wyvern corpse has entirely disappeared, except for a single bone... odd. We are still short of wood, and have no shells for the child. I wish the tower caps would grow faster.

3rd Moonstone

The child finally went berserk. Aldaris saw him causing a public disturbance and laid into him with such ferocity that I immediately promoted him to Captain of the Guard. Nobody will commit minor offences on his watch.



10th Moonstone

A vile force of darkness has arrived! I thought we were already under siege. Oh well. I can make out five squads, one of which is bowwrcs. A child has been taken by a fey mood as well.

26th Moonstone

Zansongamith, "The Massive Delight", a Felsite mug

This is a Felsite mug. All crafts dwarfship is of the highest quality. It is encrusted with Felsite, decorated with Rope reed and cave spider silk and encircled with bands of Felsite and donkey leather. This object menaces with spikes of Onyx opal, Larch and cave spider silk. On the item is an image of smoking markets in Felsite. On the item is an image of The Fondled Contest the Rope reed sock in Copper.

He says they're markets. Smoking markets. I don't know what that has to do with anything, but alright.

28th Obsidian

We have begun to pave the sky. Oddly, the dwarves seem to be afraid of the orcs waiting below, even though they are separated by quite a large amount of sky. One of the masons also gave birth while working on top.

22nd Granite

A carpenter made an artifact hatch cover.

Subunib, "Drippedrags", a Highwood hatch cover

This is a Highwood hatch cover. All crafts dwarfship is of the highest quality. It is decorated with cave spider silk and encircled with bands of Amethyst. This object menaces with spikes of Highwood and Pine. On the item is an image of dwarves in Amethyst. On the item is an image of Atir Lensgrizzle the dwarf in yak bone. On the item is an image of hunting nets in Onyx opal. On the item is an image of The Fondled Contest the Rope reed sock in Copper.

17th Slate

Saw a full-grown tower cap in the underground forest today. Soon we will have wood! Just need to wait for more to mature...

8th Felsite

My tomb is complete. Once I am buried there, my underlings will pump the room full of magma. I am relinquishing control of the fort now, in the hopes that others will carry on my work.

Notes:

- Artifact crossbow remains on the hill where the zombie wyvern was felled.
- Military is mostly bedridden at this point.
- Basic design for the magma cannon is that you pave the sky and put in intermittent floor hatches which you connect to levers in corresponding locations (orthoclase is magma safe in this mod - remember that), fill the sky-reservoir with magma using pumps, and drop it on orcs. Forget statues: you people will finish this or else.
- We're out of bones for bolts. We have a lot of skulls though.

Played for a year and a bit. Save (<http://www.megaupload.com/?d=KS6JPJG2>)

A million points to anyone for whom the phrase 'Buttercup's Baby' rings a bell.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**

Post by: **nahkh** on **July 12, 2009, 07:37:59 am**

The... the children. You killed Buttercup's children.
YOU MONSTER

Aaargh. I _just_ got the fort running half-decent.
Perhaps the next guy should just lock everyone back in the underfortress. Anyway, who's next?
Oh lord. It's Barbarossa.
As much as I dread this, you can start your turn early since Wimdit is already done.

(Obvious Princess Bride reference is obvious)

EDIT:
Could you post a complete list of deaths/arrivals/births that happened during your turn? Who's the dead miner?

Also, waah at people not being careful with zombie wyverns.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**

Post by: **Heron TSG** on **July 12, 2009, 09:14:51 am**

Here is me. I am downloading.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**

Post by: **nahkh** on **July 12, 2009, 09:37:15 am**

Don't kill too many dwarves. I don't think we'll ever get any more immigrants.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 12, 2009, 09:58:31 am**

What! You claimed the dungeon master?! Booo!! >:(

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 12, 2009, 11:08:18 am**

About megaprojects, could you please make them even semi-plausible? While the engine technically lets you pave the whole map over while supported by a single tile, it tends to break the mood quite a bit. Build some supports for it or something.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 12, 2009, 11:13:56 am**

BEWARE THE SINISTAR.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 12, 2009, 11:22:24 am**

... I see we have a new meme on the block.
I guess my reply would be "Run, coward!"

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 12, 2009, 11:25:12 am**

The Seal God must make a giant Sinistar statue to honor the Sinistar.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 12, 2009, 11:40:47 am**

Not a half-bad idea actually. Our current dining room is kinda primitive. A massive dining hall with a Sinistar mosaic floor?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 12, 2009, 12:03:13 pm**

Quote from: nahkh on July 12, 2009, 11:40:47 am
Not a half-bad idea actually. Our current dining room is kinda primitive. A massive dining hall with a Sinistar mosaic floor?

Yes.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 12, 2009, 12:26:36 pm**

I think we even have the necessary materials. some realgar, lots of microcline, alunite for the white parts. I don't think we have any really dark stone though.

Oh scratch the realgar, magma pools.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **crash2455** on **July 12, 2009, 12:49:44 pm**

Quote from: nahkh on July 12, 2009, 06:05:28 am
On completely different note, cats in real life are just as good at hunting vermin as they are in DF. I just watched my cat hunt, kill and eat a fly. Gross.

Yeah, I've seen that too. You can hear the fly trying to escape every time the cat opens its mouth.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 12, 2009, 01:03:46 pm**

I guess I made a mistake in fixing some of the logistical issues with the fort. Now players have more time to mischief. All our problems seem to be caused by players.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Aldaris** on **July 12, 2009, 01:42:56 pm**

Yay! My alter ego mutilated a child and emotionally scarred him (her?) for life!

Noes! My military has been crippled!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 12, 2009, 02:43:23 pm**

Well of course all the problems are caused by the players nahkh, what you thought the dwarves were to blame?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 12, 2009, 03:03:48 pm**

facepalm Maybe I thought that the game itself was hard? Or dwarves were idiots?

Anyway, time for SHAMELESS PLUGIN.
Check out my new community fort. Over that way (http://www.bay12games.com/forum/index.php?topic=38673.0). We have some free slots for the initial dwarves. Go and join the condemned.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 12, 2009, 07:34:46 pm**

Almost done. The THRONE OF DESTINY is proceeding as planned.

PS: I'm not graphically talented enough to make a sinistar mosaic...

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **crash2455** on **July 12, 2009, 07:37:59 pm**

That's all the more reason to do it. A half-assed attempt would keep in the spirit of this fort. Make sure you get halfway done with it and then a siege destroys everything.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 12, 2009, 11:22:41 pm**

SAVE (<http://dffd.wimbli.com/file.php?id=1201>)

Well, that one went much better. Found some Adamantine beneath the throne...

Well, here are my achievements.

*Found Adamantine

*No Deaths

*Installed doors by adamantine access shaft in case of demons.

*Started a gulag, followed by a cleanup sweatshop.

*Made gulag in adamantine mines for non-metallic stones.

*Ryan possessed the peasant

*Ryan became Mayor

*Ryan named Godking

*Ryan gets royal throne room (with magma moat), royal bedroom, and royal dining room.

*Four rooms inside Ryan's magma-moated area made for future bodyguards (Megatrons). The rooms are F'in sweet. Next person, start training them in every combat form, starting with wrestling.

*Farms replanted

*Stabilized ingestion industries

*? ? ? (in times of dire need, this will be revealed)

*Paved a bit more sky

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **abculatter_2** on **July 13, 2009, 01:28:20 am**

NEW MAP UPLOADED

<http://mkv25.net/dfma/map-6374-sparkgear3>

ADD PoI, PLZTHNX.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **iluogo** on **July 13, 2009, 03:14:22 am**

[Quote from: Barbarossa the Seal God on July 12, 2009, 11:22:41 pm](#)

*Installed **doors** by adamantine access shaft in case of demons.

very funny :-X

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 13, 2009, 03:20:36 am**

Barbarossa, are you aware that there are 12 hours of your turn left? 'cuz I'm handing it to someone else if you don't want it.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **iluogo** on **July 13, 2009, 03:22:55 am**

ME!
please ;D

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 13, 2009, 03:36:30 am**

Depending on Barbarossa's answer, it's yours.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 13, 2009, 03:40:18 am**

yours. I accomplished mah goal.

@Nahkh- how was that compared to my first turn?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **iluogo** on **July 13, 2009, 03:43:38 am**

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 13, 2009, 03:56:53 am**

@Iluogo-
DO NOT open the floor hatches in Ryan's magma land.

adding PoI's to map.

PS: I just gave sparkgear a religion with a mortal deity! wooooo! this can't possibly go wrong!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 13, 2009, 04:28:14 am**

Totally foolproof man!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **iluogo** on **July 13, 2009, 06:12:55 am**

where is the lever for the main front gate ???

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 13, 2009, 06:17:10 am**

Which gate do you mean?

The south gate? Check the diamond-shaped lever cluster in NW hill, overfortress.
If you mean some of the gates along the caravan path, check the control room near the depot. (I didn't have time to connect the first gate though, I hope Barbarossa did?)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **iluogo** on **July 13, 2009, 06:33:19 am**

found it thanks

edit: to bad that it was to late

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 13, 2009, 06:34:39 am**

Ominous much?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 13, 2009, 06:38:27 am**

I bet the siege got through and killed them all.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 13, 2009, 06:38:55 am**

Execpt for whatshisname the godking of course ::)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **iluogo** on **July 13, 2009, 10:54:44 am**

oh god, i screwed up royally this time :-[
i'll tell you what happened in a bit

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **iluogo** on **July 13, 2009, 11:21:56 am**

the save (<http://dff.d.wimbli.com/file.php?id=1206>)

before you start screaming let me explain what happened

I decided the fort needed a over complicated defense system (OCDS in short)
when my year started i almost immediately got a bunch of immigrants who were all slaughtered together with a few of the military dwarfs.
When they finally left I designed the OCDS. Construction went well and almost nobody was killed. When the OCDS was almost finished, there was an orc siege.
Luckily all of the outside work was already finished and so the final doors were placed and connected. The first time I got 3 orcs. They all drowned and it didn't take long to reset the system. The second time around I got about 10 orcs.
When I left to check other things there were a few messages about dwarfs cancelling because of orcs.
So I checked them and well... I'll let the picture speak for itself.
Spoiler (click to show/hide)



about 20 of the 50 dwarves were killed or injured
1 of the orc bodies blocked the door so when i used the trap again all the orcs were just washed into the reservoir where they could easily get out

i suggest we revert back to barbarossa's save because a tantrum spiral seems inevitable

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 13, 2009, 11:27:34 am**

Or... it could be Ark's turn! Can I do another turn on the 27th or later?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 13, 2009, 11:43:20 am**

Quote from: ToonyMan on July 13, 2009, 06:38:27 am
I bet the siege got through and killed them all.

Hot damn I was right!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **abculatter_2** on **July 13, 2009, 11:44:05 am**

This is why we use floodgates, not doors.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 13, 2009, 12:21:17 pm**

All in favor of passing over iluogo's turn with nary a glance? Aye? Aye.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 13, 2009, 12:26:58 pm**

Nay! onwards!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **iluogo** on **July 13, 2009, 12:36:59 pm**

Quote from: abculatter_2 on July 13, 2009, 11:44:05 am
This is why we use floodgates, not doors.

floodgates are also blocked by bodies.
still i guess this was a kind of learning moment to always put grates or bars to prevent this from happening :-\

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 13, 2009, 12:37:54 pm**

Did anyone important die?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **iluogo** on **July 13, 2009, 01:00:25 pm**

barbarossa, aldaris, buttercup, archimedes and a bunch of legendsaries

so i guess the answer is yes

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 13, 2009, 01:05:12 pm**

Ah, keep going you'll be fine. It'll blow over.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 13, 2009, 01:05:23 pm**

Wait a sec... I didn't name anyone Barbarossa!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **abculatter_2** on **July 13, 2009, 01:06:07 pm**

Quote from: iluogo on July 13, 2009, 12:36:59 pm

Quote from: abculatter_2 on July 13, 2009, 11:44:05 am

This is why we use floodgates, not doors.

floodgates are also blocked by bodies.
still i guess this was a kind of learning moment to always put grates or bars to prevent this from happening :-\

What about that bug that pushes stuff through bars and grates?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **iluogo** on **July 13, 2009, 01:10:58 pm**

Quote from: Barbarossa the Seal God on July 13, 2009, 01:05:23 pm

Wait a sec... I didn't name anyone Barbarossa!

I meant Brak Obama

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 13, 2009, 01:12:09 pm**

Fine. go from my save.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **iluogo** on **July 13, 2009, 01:14:26 pm**

Quote from: abculatter_2 on July 13, 2009, 01:06:07 pm

Quote from: iluogo on July 13, 2009, 12:36:59 pm

Quote from: abculatter_2 on July 13, 2009, 11:44:05 am

This is why we use floodgates, not doors.

floodgates are also blocked by bodies.
still i guess this was a kind of learning moment to always put grates or bars to prevent this from happening :-\

What about that bug that pushes stuff through bars and grates?

fine fortifications then

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Skid** on **July 13, 2009, 01:52:34 pm**

Same problem there. However it'll still be better than having nothing in the way.

Can I have the 20th?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 13, 2009, 02:49:26 pm**

28th please.

PS: Rovod is a badass. murdered two thieves with his bare hands.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 13, 2009, 02:53:13 pm**

Quote from: Barbarossa the Seal God on July 13, 2009, 02:49:26 pm

28th please.

PS: Rovod is a badass. murdered two thieves with his bare hands.

Sounds likely, I've had a bear kill two thieves before. A black bear at that.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 14, 2009, 01:11:50 am**

So what's the word? Go with what we've got? (ie: damn near everyone killed)
Also, anyone seen Samus? Isn't it his turn?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Samus1111111** on **July 14, 2009, 07:59:58 am**

ok, I'll be reverting to Barbarossa's save, downloading now

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Samus1111111** on **July 14, 2009, 08:32:41 am**

where are the levers to control the bridges to outside?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 14, 2009, 03:01:40 pm**

Which bridges? The ones in the overfortress? Check the northwestern hill (there should be five levers there).
If you mean the ones along the caravan road, next to the trade depot.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Samus1111111** on **July 14, 2009, 03:43:20 pm**

assuming the overfortress is the part above ground with the mural around the ramps down I am looking for the levers to control the bridges south and east of the downward ramps in the middle of the overfortress. I have checked the levers by the trade depo and the one that says "first caravan route bridge" does not do anything that I can see and I can't find any levers on the northwest hill.

There is a group of 5 levers that is next to the Trade Depo (along with the three labled as caravan paths...) that say they are overfortress gate controls, but that they aren't hooked up yet. ~~I am now hooking them up and hoping that they work.....~~

scratch that, whatever they are trying to link to is unaccesible.

dang, need that lever, migrants have arrived

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 14, 2009, 04:08:35 pm**

Inside the northwestern hill, right next to the staircase. The diamond-shaped cluster. The bottom lever opens the south gate and the rightmost lever opens the east gate.

In order to connect the levers the gates must be open. I couldn't connect them due to siege reasons.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Samus1111111** on **July 14, 2009, 04:20:30 pm**

ah, thank you, found them :)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Samus1111111** on **July 14, 2009, 07:33:37 pm**

ok, I'm done. Here's the save: <http://dffd.wimbli.com/file.php?id=1215>

Nothing much happened.

I added to the section of the overfortress where someone had set up a system to pump the magma to the surface and created a magma defence for the southern gate. I set up a system where the magma is pumped along an "aqueduct" to the southern gate where it is held back by some floodgates. When and enemy enters the southern gate path, you pull the left lever under the gate levers section (PoI added for ease of access) and floodgates close (still need to be added). Then pull the right lever and the magma is released.

Now for the sad news.....
I regret to inform you all the Ryan the Godking has been killed :(. He was out gathering wood when he was ambushed by a squad of goblin crossbowmen. He valiently slew 5, but had been shot through the heart and both lungs and died, just as the millitary arrived.

In other news.....
We got one wave of migrants pushing our popluation near the 70 mark (I think... not sure on the exact number). I recruited most of them into the millitary and they then proceded to get themselves killed in the numerous sieges that occured during my turn (one of which was the one that killed Ryan). The food and booze stores are sitting at around 1000 and I have pulled everyone inside and shut all the gates so that everyone may properly mourn the passing of the famed Ryan the Godking. Other than that, not much happened.

I have named one of the marksdwarves after myself. 'Samus' is personally responsible for running out solo and attempting to defend Ryan, however, it was too late, but has been rewarded with her own tomb (to the right of the spiral room area in the northwest). Please finish smoothing it and then engrave it and add any "dwarfy" additions you think neccesary ;D

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 14, 2009, 09:22:09 pm**

Ryan must possess another.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 15, 2009, 04:15:29 am**

We should totally get a baron.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 15, 2009, 09:42:19 am**

Oh goody, next up Demonic Spoon. Start whenever you feel like it.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 15, 2009, 10:35:40 am**

wah? mine turn? already?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 15, 2009, 11:40:16 am**

Yes, your turn.

Does nobody read the turn list?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **iluogo** on **July 15, 2009, 02:23:35 pm**

I just found out I don't have a lot of time the 17th so can i be moved to the 19th please?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 15, 2009, 03:20:39 pm**

Let me start with the customary omfg what fuck is going on. Aargh haven't played in awhile, going to have to get used to ascii again.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 15, 2009, 03:21:12 pm**

~~NO! NO! YOU WILL SCREW UP EVERYTHING! MY BEAUTIFUL
PERFECT ORDER!~~

Hang on, the 19th? Oh that's cool

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 15, 2009, 03:49:43 pm**

It would appear that samus's magma defense system is a failure, the windmills do not seem to produce enough power.

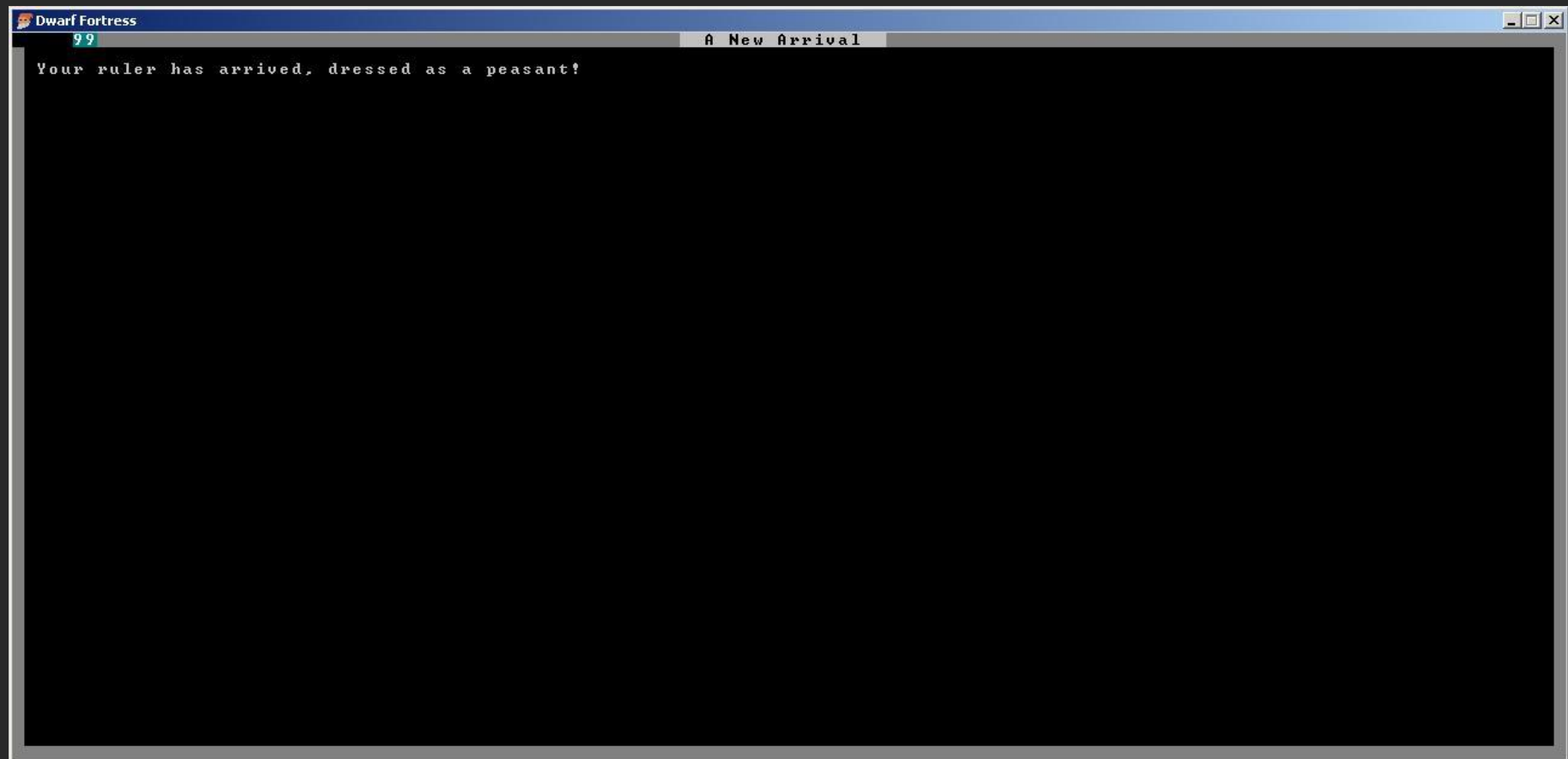
Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Samus1111111** on **July 15, 2009, 03:58:44 pm**

the windmills were there before my turn and someone didn't look and see that unfortunately (or maybe in the SparkGear way :P) our map has 0 wind power. the pumps will have to be pumped manually or you will have to hook up waterwheels to them. also you will have to install the floodgates in the south passage if you want them.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 15, 2009, 04:09:45 pm**

Plans on the great power plant are underway.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 15, 2009, 04:12:46 pm**



FFFFFFFFffffffffffffffffffffffff

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 15, 2009, 04:15:43 pm**

[illegible]

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 15, 2009, 04:17:29 pm**

~~OKay poeple, where did you put that larch bed artifact? Found it~~

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 15, 2009, 04:25:08 pm**

Rename him Ryan and give him the Godking's quarters.

Those SHOULD be sufficient, as ryan's throne room, bedroom, and dining room were all Royal due to the artifacts.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 15, 2009, 04:28:03 pm**

Never! He is Demonic Spoon the III!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 15, 2009, 04:39:50 pm**

Ryan's temple must not have an infidel inhabitant!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 15, 2009, 04:43:43 pm**

Who said he was going to live in ryan's temple?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 15, 2009, 05:07:39 pm**

Yeah, loot his temple and steal his furniture.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 15, 2009, 05:12:55 pm**

Precisely my plan :D

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 15, 2009, 05:25:47 pm**

Beware, the spirit of Ryan will come for ye, heathen!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 15, 2009, 06:55:52 pm**

Done,~~uploading now~~, basically all I did was (theoretically) make the magma defense work, you just have to wait for everything to pan out.

Save: <http://dff.d.wimbli.com/file.php?id=1223>

Over to you crash, I will possibly write a story in the morning.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nil** on **July 15, 2009, 10:33:22 pm**

the crypts are flooding...

otherwise it's hard to believe this is the same gearspark--look at those defenses! it's almost like someone wanted these dwarves to survive, rather than lead short miserable lives of five years or less.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 16, 2009, 01:34:47 am**

Post a map? Wanna inspect, even though I'm stuck at work.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 16, 2009, 02:26:02 am**

Map: <http://mkv25.net/dfma/map-6420-sparkgear3>

Edit: I forgot about connecting all the upper pumps to the power grid, and it seems crash hasn't started yet, could I maybe complete that?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Aldaris** on **July 16, 2009, 02:41:53 am**

...
I'd hate to break the future fun, but the magma defense won't work. Pumped magma is pressurized, so you'd murder the fort if you activated it.
Just mentioning.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 16, 2009, 02:43:02 am**

...you know, I was hoping no one would notice that... but no, you had to go open your big mouth.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 16, 2009, 02:49:54 am**

All magma traps murder the whole fortress.
I hope you've used magmaproof rock in making those floodgates and associated mechanisms. Also, some kind of system draining the magma from the _caravan_road_.

Also, am I the only one who's taken a wider look at that magma dispensory system?
A huge tube coming out from between the statues legs?
Must I say more?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 16, 2009, 02:52:37 am**

:P No draining system that I know of, the previous guy was the one who made the floodgates and associated mechanisms.

Is that a yes to me quickly hooking everything up?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **crash2455** on **July 16, 2009, 03:16:32 am**

You know, I spent like 3 hours working on this stupid magma defense thing and didn't even consider that I might need bauxite mechanisms/floodgates. I should investigate that. Also, whoever put in the waterwheels put them in wrong, and also didn't consider that they need a constant supply of moving water beneath them.

Furthermore, DS, your king is one high maintenance motherfucker. I only got his bedroom to the right price level because I unearthed a bunch of jewels and then just happened to get masterwork engravings on them.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 16, 2009, 03:17:53 am**

The moving water is getting to them... Also, what did you do to my poor magma defense?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 16, 2009, 03:30:39 am**

Well you don't actually need bauxite with Dig Deeper. Check the magma filled exploratory tunnels, some of the rock types there are magma proof.

But yeah, the magma defense looks awesome, make it so number one.
Maybe also install a water pump system so you can turn the magma to obsidian after use. Obsidian is easier to clean after all.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **iluogo** on **July 16, 2009, 06:36:49 am**

my Watertrap atleast sort of worked.
this thing is just going to flood everything with magma ;D

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Samus1111111** on **July 16, 2009, 06:40:41 am**

the floodgates at the end of the magma tunnel thing have magma proof mechanisms

and dang, why did you have to go and say that about my magma trap..... I was hoping for a Boatmurdered ;D

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 16, 2009, 07:10:11 am**

I guess Aldaris gets dwarven karma for Services Rendered for the Common Good.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 16, 2009, 07:20:10 am**

>:(

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **crash2455** on **July 16, 2009, 01:11:57 pm**

Quote from: Demonic Spoon on July 16, 2009, 03:17:53 am
The moving water is getting to them... Also, what did you do to my poor magma defense?

The water was 7 deep and nothing was happening. Also, I'll post a map.

Also, the king went insane because his dwellings were not lavish enough (I got to Royal Bedroom and Royal Mausoleum, but that wasn't enough).

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 16, 2009, 01:22:09 pm**

RYAN STRIKES!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 16, 2009, 02:08:43 pm**

Aw, well I thought it would work, wonder what went wrong?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **crash2455** on **July 16, 2009, 02:14:09 pm**

Okay, when did locking the door stop keeping out invaders? I got the magma defense running, but it didn't matter because the orcs piled in through a door in the back. Since there were more orcs than I have dwarves, the fortress was destroyed. I'm uploading the save prior to that.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **crash2455** on **July 16, 2009, 02:31:08 pm**

Map: <http://mkv25.net/dfma/poi-16721>

Save: <http://dff.d.wimbli.com/file.php?id=1224>

Now off to get some wisdom teeth pulled! (*Yay*)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 16, 2009, 02:50:27 pm**

Quote from: [Demonic Spoon](#) on July 16, 2009, 02:08:43 pm
Aw, well I thought it would work, wonder what went wrong?

YOU LOOTED RYAN'S TEMPLE!!!

but seriously, you must have forgotten to give him 30+ chests.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 16, 2009, 02:55:28 pm**

I was speaking about the waterwheels...

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 16, 2009, 02:56:26 pm**

I claim the open day!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 16, 2009, 02:56:58 pm**

My comment remains sensical. Replace chests with gear assemblies.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nil** on **July 16, 2009, 03:42:30 pm**

So for the last several turns, the same plump helmets have been sitting, ripe for the picking, in the unaccessible hermit's cave above the overfortress. Shouldn't they have spoiled a long time ago, or do plumpt helmets not do that?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 16, 2009, 03:53:59 pm**

They do spoil if unharvested yes.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nil** on **July 16, 2009, 04:31:42 pm**

Yeah that's what I thought. Something strange is going on in that cave, then.... it's definitely a plot, not a stockpile.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 16, 2009, 04:46:41 pm**

do rotting plants produce seeds, perhaps?

Also, I think it's about time we took some new 3d pictures of the fort.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 17, 2009, 02:36:50 am**

Apparently, orcs several z-levels above you and on the other side of a moat and wall are a threat :P This is slowing everything down somewhat, when are these frikkin orcs gonna leave?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Ignem** on **July 17, 2009, 02:58:38 am**

The pure awesomeness of SparkGear 3 tickles my dwarven beard, it has my seal of approval and deepest sympathies. May the corpses of SparkGear III rest in peace and not rise unrest.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 17, 2009, 03:47:55 am**

Ignem: Want a turn? Just say the word. 22nd is the next available day.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Ignem** on **July 17, 2009, 06:11:23 am**

Thanks for the offer, I need to play a bit more before I am willing to ruin any community game with my dwarven leadership, so for now I'll politely step back into the shadows of the thread-lurkers and practice orc-and-zombie-wyvern-survival tactics.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 17, 2009, 06:13:00 am**

Well, I can't see how you could ruin this fort any worse than it's already been ruined. Hey, what's the worst thing that could happen?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 17, 2009, 07:31:16 am**

...he could win?

Edit: Build faster you lazy excuses for dwarves! >:(

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 17, 2009, 04:57:48 pm**

The Save: <http://dfffd.wimbli.com/file.php?id=1228>

Disclaimer: The map isn't unplayable just challenging

P.S. It would seem I'm draining the magma pipe faster than it refills :(

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Tarquinius** on **July 17, 2009, 05:09:18 pm**

I've downloaded the save and am waiting to see the full scale of the trainwreck.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 17, 2009, 05:28:12 pm**

POST YOUR FIST IMPRESSIONS

I lust for your confusion and fear.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **iluogo** on **July 17, 2009, 05:57:32 pm**

THE WORLD IT IS BURNING

edit: well yeah that was pretty much it

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Tarquinius** on **July 17, 2009, 06:27:18 pm**

After about a half-hour of work, my thoughts. (1) Apparently no-one besides me makes use of the hide button. It makes the fortress much nicer to look at. (2) How am I supposed to turn off the magma in the obsidian-making room? The magma seems to be connected to the Burn-The-World project (How does this work and why do we have it?) and I'm not sure where the magma for that comes from. (3) Why is the food stockpile so far away from the main dining room? On that subject, why is almost everything important on Z-level 147? However, we have impenetrable defences and plenty of resources, so there shouldn't be too many problems.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nil** on **July 17, 2009, 11:55:32 pm**

Hey can I get on the next open spot, on the 22nd?

Tarq, the answer to your third question can be found here (<http://www.bay12games.com/forum/index.php?topic=37940.msg630487#msg630487>) and here (<http://www.bay12games.com/forum/index.php?topic=37940.msg632433#msg632433>). Indirectly that answers your first question, too; things have just been dicey for so much of the time there haven't been many beautification projects, even basic stuff like using hide.

I don't know anything about any levers though.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 18, 2009, 01:40:33 am**

I accidently punched through to the lower rooms with a cave in, allowing the magma to leak out, the water was simply to stop the flow of magma.

P.S. I suggest linking a lever to one of the gear assemblies of the fuck the world device, allowing the magma pipe to refill.

Edit: Uploaded map: <http://www.mkv25.net/dfma/poi-16749-thegreatpurging>

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **crash2455** on **July 18, 2009, 03:33:04 am**

Ah, I was wondering how the magma was flooding the world until I saw that you messed it up.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 18, 2009, 03:34:59 am**

OH GAWD

At least the magma won't reach inside the fortress. That doesn't look like that much magma in the caravan road, plus it leads to the lake. Probably nothing to worry about IF THE MAGMA IS TURNED OFF NOW.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 18, 2009, 03:36:02 am**

The magma flooding the world was intentional crash.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 18, 2009, 03:41:47 am**

Oh man. I wasn't planning on that kind of magma defense when I made the entrance. Looks like we'll need to do some remodeling once the magma clears out.

I guess making the entry bridge higher, then walling up all the fortifications on the lowest level would be good. Making the walls one level higher on the fortress side would also be one honkin great idea.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 18, 2009, 09:58:39 am**

How goes it?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**

Post by: **nahkh** on **July 18, 2009, 11:45:38 am**

Ominous silence.

It must mean that.... THE STATUE HAS COME ALIVE!
And it's using the magma defense system as an unholy Ghostbuster gun!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**

Post by: **Demonic Spoon** on **July 18, 2009, 12:29:29 pm**

... *horrible mental pictures about a giant headless dwarf statue attacking poeple with it's magma spewing genitals*...I hate you so much nahkh.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**

Post by: **Tarquinius** on **July 18, 2009, 12:49:47 pm**

Unfortunately, I lost a few hours of work thanks to a computer crash. I still should be able to get quite a bit done but not as much as a wanted. So far I have: (1) A lever to shut off the magma aqueduct. (2) A new, larger dining room capable of seating 60 dwarves that should be royal once engraved. (3) A workshop district located near the centre of the fortress, currently holding 14 mason's workshops, 2 mechanic's workshops, and 4 craftdwarf's workshops. (4) A new 12x12 food stockpile located next to the new dining room. (5) A bedroom complex that will have 26 3x3 engraved bedrooms, located above the workshops. Unfortunately that means that the dwarves will complain of noise, but the rooms should be nice enough to offset that.
EDIT: FPS is currently hovering between 40 and 50.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**

Post by: **Demonic Spoon** on **July 18, 2009, 01:18:37 pm**

Does the former fish cleaner and ex ruler turned hermit still live?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**

Post by: **nahkh** on **July 18, 2009, 01:47:35 pm**

Too bad to hear about the crash, but sounds like you got a lot of work done regardless. Fancy another turn sometime later?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**

Post by: **Tarquinius** on **July 18, 2009, 04:28:22 pm**

Save: <http://dffd.wimbli.com/file.php?id=1232> (<http://dffd.wimbli.com/file.php?id=1232>)
Map: <http://mkv25.net/dfma/map-6435-sparkgear3> (<http://mkv25.net/dfma/map-6435-sparkgear3>)
The fortress turned out well. I didn't add anything other than what I mentioned in my last post, but a few other things did happen. There were three strange moods, two ending in insanity - they both wanted shells - but one was successful. Unfortunately, it was a possession and resulted in a rather useless artifact (an almost undecorated alunite floodgate, made by Vin Diesel). I moved almost all of the food storage to a room near the two main dining rooms, and got rid of some of the mason's workshops that were excessively far from the fortress proper. 4 recruits were added to the army, all of them training as marksdwarves. Other than that, it was a mostly eventless turn. If you don't mind, please sign me up for the 25th.
[Quote from: Demonic Spoon on July 18, 2009, 01:18:37 pm](#)

Does the former fish cleaner and ex ruler turned hermit still live?

Yes, and he's currently a competent miner (with 50 dwarves, including the invalids, children, and soldiers, I cannot afford any hermits)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**

Post by: **nahkh** on **July 18, 2009, 08:03:23 pm**

Damn fine work. We need more dwarves like you.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**

Post by: **nil** on **July 18, 2009, 08:08:24 pm**

Who killed Rovod? It was Spoon, wasn't it?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**

Post by: **nahkh** on **July 18, 2009, 09:13:07 pm**

Yeah. Blame Spoon.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**

Post by: **abculatter_2** on **July 18, 2009, 10:00:14 pm**

[Quote from: Tarquinius on July 18, 2009, 04:28:22 pm](#)
(an almost undecorated alunite floodgate, made by Vin Diesel)

Alunite is magma-safe in Dig Deeper.

Just to let you know.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**

Post by: **Demonic Spoon** on **July 19, 2009, 12:55:12 am**

Who's Rovod?

Edit: that 'refuse stocpile' was supposed to become a underground forest...

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**

Post by: **iluogo** on **July 19, 2009, 05:49:47 am**

I'll fix the mistake

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 19, 2009, 05:54:41 am**

Also, it seems he kept the magma spewer running, awesome kudos for that.

P.S. someone should totally install some floodgates in that obsidianized brook.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Samus1111111** on **July 19, 2009, 01:59:37 pm**

Can I grab the 30th?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **iluogo** on **July 19, 2009, 02:07:20 pm**

here is the map (<http://mkv25.net/dfma/map-6450-sparkgear3>) and the save (<http://dffd.wimbli.com/file.php?id=1237>)

I build a nice statue garden and some new tombs in my turn.
the stairway has a magma fall what looks very cool.

we don't have a lot of food left so the next ruler might want to take a look at that

nobody important died except demonic spoon (again) while trying to clean up some molten rock and catching fire

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 19, 2009, 02:09:33 pm**

Quote from: iluogo on July 19, 2009, 02:07:20 pm
...trying to clean up some molten rock and catching fire

Haha.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 19, 2009, 02:26:48 pm**

...WHY?! :'(

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 19, 2009, 02:28:01 pm**

It's the Ryan curse.....BOOO!!!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 19, 2009, 03:28:03 pm**

All things considered, I can't believe this fort is still alive. And not just alive, but actually pretty sweet.

Samus: Added you.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **crash2455** on **July 19, 2009, 04:02:34 pm**

Hey, I'll take the 23rd

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 19, 2009, 04:18:12 pm**

Added
...
didn't you request that once before?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **iluogo** on **July 19, 2009, 04:20:09 pm**

sign me up for the 24th

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 19, 2009, 04:22:29 pm**

iluogo: Done

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **crash2455** on **July 19, 2009, 04:31:51 pm**

Not according to the search feature.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 19, 2009, 05:02:05 pm**

Eh good. I had a nagging suspicion that you had.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Skid** on **July 19, 2009, 05:28:36 pm**

Well, I've got control now.

Combat arena in construction, Stubs offered by a goblin ambush, unlabeled levers everywhere, various other deaths, cheap artifact throne created, the food system is in a mess, 1600 drinks for some reason but no food.

Population down to 35.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 19, 2009, 05:46:47 pm**

Oh don't you dare kill this fort now. Don't you fucking dare.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **iluogo** on **July 19, 2009, 05:57:11 pm**

35?!?!?! :o
i think i labeled all my levers but i'm not so sure

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Tarquinius** on **July 19, 2009, 06:22:01 pm**

I only added a single lever, which I labeled. (The lever by the waterwheels)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 19, 2009, 06:23:27 pm**

Well I for one don't recall labeling ANY levers at all!...err. Hm.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Skid** on **July 19, 2009, 06:27:53 pm**

Hey, I wouldn't be the first person to. :P

Something to do with the magmafall keeps burning dwarves.

And all of the injured dwarves, including myself have now starved to death.

What's with this? An entire field of ripe plump helmets standing unattended and dwarves are still waiting around idle and complaining of being hungry.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 19, 2009, 06:38:13 pm**

Oh gawd. Remove the statue garden for future fire safety?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Skid** on **July 19, 2009, 06:45:26 pm**

Tantrums everywhere, Vin Diesel just got struck down. I think I'll revert to the last save and fix all the things that should have been the instant I got control instead of waiting until the symptoms started showing up.

Also, what exactly is the magma defence system defending? There's not even a working entrance to the fortress in that direction.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **abculatter_2** on **July 19, 2009, 08:31:37 pm**

Quote from: Skid on July 19, 2009, 06:27:53 pm
What's with this? An entire field of ripe plump helmets standing unattended and dwarves are still waiting around idle and complaining of being hungry.

Did you make sure "Only farmers harvest" in orders was changed to "All dwarves harvest"?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Skid** on **July 19, 2009, 09:11:08 pm**

Yes, done while the game was paused at the start. Empty barrels lying around, huge empty food stockpiles, and yet more than half of the mushrooms go to rot in the fields. Then the farmers don't bother to plant anything once the fields are empty for entire months at a time. I've checked everything, made sure that they were in fact tasked to farm, that the farms needed stuff grown in that season, and that there was seeds to plant. Even with full booze cooking turned on and one dwarf dedicated to just cooking they still manage to go all wrong.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Samus1111111** on **July 19, 2009, 09:38:46 pm**

when I left the magma defence, it was set up to defend the southern enterance and pour into the tunnel thing that is before the ramp leading up to the southern gate

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **iluogo** on **July 20, 2009, 04:59:11 am**

the burning dwarves are probably because they want to clean up some moltenrock by the pumps and get splashed met magma from the pump. they aren't hurt because it is immidiatly pumped away but are set on fire. you should block all the doors to prevent it

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Skid** on **July 20, 2009, 10:57:48 am**

Well, I can't accomplish anything in the fort with everything going wrong so the next person might as well just go now.

Hope you have better luck than I did.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 21, 2009, 07:35:14 am**

Arkreveater? You started yet?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nil** on **July 21, 2009, 02:24:39 pm**

man I can't figure out what's going on with these farms they just won't harvest

edit: to be more accurate, they're harvesting they're just not bringing them back to the stockpiles.

edit2: anyone know where the lever to shut off the water supply to the pool is?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 21, 2009, 03:01:17 pm**

Next to the pool drain. Theres a room with two levers. They should have Notes on them.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nil** on **July 21, 2009, 03:09:47 pm**

Quote from: nahkh on July 21, 2009, 03:01:17 pm

Next to the pool drain. Theres a room with two levers. They should have Notes on them.

Ha, how'd I miss that? Thanks.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 21, 2009, 03:56:41 pm**

All that booze made you blind?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 22, 2009, 01:20:27 am**

Ooooh hey
I think I might know what's with our food production. Set the number of barrels allowed in the food stockpile to max. I had to remove that when I was fixing the booze situation.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nil** on **July 22, 2009, 02:03:41 am**

It actually turned out to be something even simpler and more random--"dwarves gather food" was turned off in the orders menu. Didn't even think of it for the longest time because I've never even considered using it and forgot it was there; I bet it happened by accident.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nil** on **July 22, 2009, 01:06:23 pm**

I've already played more than a game year, wouldn't want to be greedy so the save is up here. (http://dffd.wimbli.com/file.php?id=1250)
Was gonna put up a map too but I can't get it to compress right, probably something about the tilesets I used... if someone else manages to upload one I'll put on the POIs.

Spoiler (click to show/hide)

intial reaction: we need to get rid of stone and excess flows. also, there's some sort of food problem that's about to go critical. we'll get some cooking going, shut down some of the magma equipment and modify the rest.

4th opal: the bonecarver datan has completely flipped out. at first I didn't worry--he was weak with a bum leg, and surely someone would take care of him. he made it to our hospital, though, and has started killing the injured dwarves living there. I ordered The Armored Grips to take care of it. Samus put him down, but not before he killed Tun the former marksdwarf.

second obsidian: progress beckons! we are draining the pool, and will develop it for the glory of sparkgear. we will tweak the magma defence so it releases more specific amounts of magma. finally, we are mining adamantine...

16th obsidian--a swordsdwarf who had for some reason been kicked out of the military has been doing something unusual with a couple of slate boulders he dragged off to a craftdwarf workshop. I'm sure he won't make anything useful, but the stat boost should make him a formidable warrior.

24 granite--The elves came to trade. We slipped them through the gates while Samus and the other marksdwarves watched warily from the battlements. They brought a bunch of nice wild animals, including an alligator, a giant leopard, and a giant eagle. Then I accidentally tried to trade a scepter from them (that probably was made by elves in the first place) and they left. I traded for the animals first though, only some food and barrels were lost.



We let the elves out through the east gate, but just as they started across the bridge the goblins ambushed us. The marksdwarves were ready. Samus took an arrow in the hand, but the goblin squad was all but destroyed--mostly by the marksdwarves, with the elven mule traped outside valiently giving its life to help by killing a wrestler. While the battle wrapped up, the surviving elves crossed the west bridge to leave the overfortress. One wrestler managed to crawl away when Samus left to reload--it had been blinded by a head wound.

17 felsite--a grizzly bear is running around drinking all the alcohol left outside by ambushed traders!

sensible creatures, those bears.

23 felsite--that sworddwarf failed his mood, (I may have accidentally forbidden the items after he started building, it didn't look like another shell casualty) and threw himself in the magma pools of the statue garden.

12 hematite--the orcs are here. two swordmasters, a spearmaster, a squad of boworcs were included. no matter--the drawbridges are up and no one is outside.

18 hematite--an injured pump operator, missing his right right from the shoulder down, has entered a mood. should be interesting...

(he died later, never even woke up best I could tell)

23 limestone--when the gates were open to let the caravan in, a child was kidnapped! whoops.



16 sandstone--The wrestler we blinded last spring has returned! He brought some friends. one got past the drawbridge before it was raised, it was quickly dispatched by Reg the carpenter. The rest wait outside. There's still no threat, and we have them trapped, but you have to admire the blind wrestler's persistence.

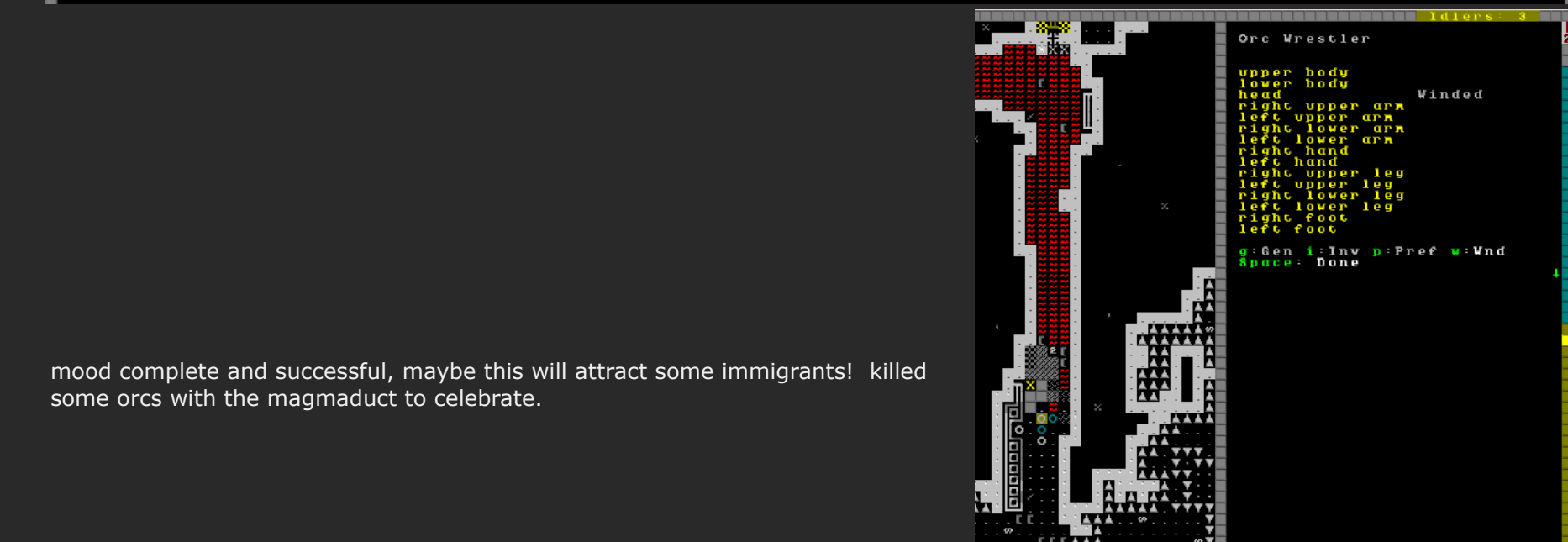
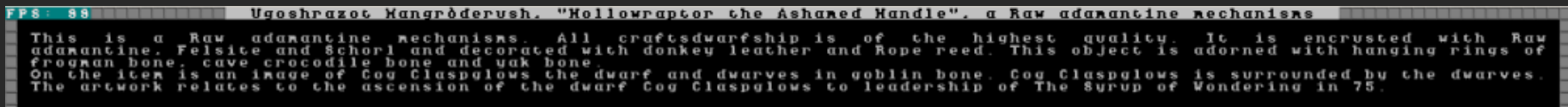


5 timber--while they suffered two casualties to our none, and even though he took a bolt to the leg, nako the blind escaped with his life again! we also tested our modifications to the trench lavaduct system, everything worked as planned. By installing a series of allumite floodgates, it is much easier to release a deadly amount of magma without risk of overflow. We've also built some drainage ditches to help prevent magma from reaching to the pool--necessary, as it's been mostly drained and will be used as a park.

10 moonstone the orcs are back... might end up testing the magmaduct some more. I'm commissioning a suit of adamantine armor; we have large stockpiles of the stuff and it would be nice to be able to fight the orcs face to face. Archimedes will forge them, as he is our most skilled armorsmith. (Never could get the dungeon master to force the armor, even though he was idle and up to competent in it. Ended up using a novice, no matter though we have plenty of adamantine and even crappy adamantine armor should still be good)

our only mechanic has caught a mood. Hope this one makes it... so far it includes raw adamantine, a variety of exotic bones, and a masterful rope reed cloth made by brak obama, who was known as the 'weaver you can trust' back before he died a terrible death.

3rd opal--



mood complete and successful, maybe this will attract some immigrants! killed some orcs with the magmaduct to celebrate.

28 granite--lost a marksdwarf to a goblin ambush--he might has survived if he hadn't dodged into a pool of still cooling lava. was a small enough amount of magma that he wasn't incinderated, merely killed and set on fire.

6th slate we got some migrants, despite the danger

11 slate goblin ambush. most of the migrants get inside, but a woodcutter and a woodworker were caught outside. still, we've gained at least 15 able-bodied dwarves, our population is back up to 53

18 slate-one of the new dwarves, a mason, has gone into a mood

3rd felsite-the mason needs shells. I'll redouble my efforts to fish something good but he's probably a goner

15 hematite--the mason has gone nuts... we've fished some cave fish but no turtles yet; this fortress really, really needs some shells.

So I drained the pool and converted it to a park (and converted that slab of obsidian into the top floor of a sweet, albeit unfinished, tower; although it's not big it is obsidian fully engraved by legendary carvers, therefore it ended up the most valuable room in the fortress.) Had sort of wanted to to this anyway, but my main motivation was to get some FPS back by getting rid of a flow. I also put a couple floodgates in the magmaduct to more properly control it, the control room for them is just to the left of the original dining hall in the underfort, blue and yellow levers labeled with notes. I put in some drainage ditches to help prevent magma reaching the underfort, and put a rise in the road both to block magma and put enemies more fully into the line of sight of fortifications. I connected the road from the center of the overfortress to the road that leads to the underfort (there's a drawbridge that is connected to the same lever that raises the bridge across the old pool).

Made a small zoo with the new animals--I leave more interesting uses for them up to the next player. Also started to make a drop spot over the vent, it's not finished though because it went to a low priority after I remembered there was already an atom smasher. If you finish it, you can have yet another dump (it would be the third); you could also use it for an execution device pretty easily. Tossed in some new hallways, too; there were some very strange and circuitous routes needed to get between some important places that were actually pretty close together. Didn't do anything too epic because for most of my turn there was at most 20 (probably more like 15 or 12) able-bodied dwarves; this last migrant wave will be a big help--especially when it comes to dumping excess stone, which should definitely be on the to-do list (I got some but didn't have the manpower to make much more than a dent).

I turned off the magmafall, it was cool but just too deadly to keep on.

Also just realized I forgot to name a dwarf; if the next player could rename the legendary mechanic to "nil the tinker" that would be great [/lumbergh].

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 22, 2009, 01:46:19 pm**

Map uploaded: <http://mkv25.net/dfma/map-6481-sparkgear3>
I demand that someone take some new 3d art

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nil** on **July 22, 2009, 02:52:26 pm**

Thanks Spoon, and agreed on the 3d stuff. POIs up.

ALSO OHSHIT I LEFT THE EAST GATE OPEN CLOSE THAT QUICK (use the lever in the main control room, in the underfort; the one in the overfort you'd need to pull twice)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nil** on **July 22, 2009, 03:41:58 pm**

3D SCREENSHOTS:

[Spoiler](#) (click to show/hide)



aerial view of gearsparke



what the main level of the underfort would look like without all that pesky rock



view from the beginning of the trench



the park that was once a pool



the last thing an attacking goblin or orc ever sees (hopefully)



the statue hall

Gearsparke has about 53 living dwarves and 180 dead ones. It's filled with massive but mostly unused chambers, tombs, bedrooms, throne rooms and dining halls. There is a fairly distinct second fortress built around a faded mural with enough space to probably house every living dwarf with no problem, but its empty and used as little more than a warehouse/alternative entrance. There are cobwebs everywhere. There is barely a single place in the fortress where someone wasn't hacked to pieces by orcs or throttled to death in their sleep by a berserk dwarf and somewhere in the depths demons wait.

As and after I put up the POIs, I reread the thread straight through, and realized--this place is **spooky**. Its long and miserable history is getting to be right up there with the hall of famers. It ain't over yet but I'm prepared to call it a complete success regardless.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ArkDelgato** on **July 22, 2009, 05:48:25 pm**

It's a damn shame that Rovod died.

He is was my favorite dwarf ever.
He didn't go insane when all his friends died, slacked off during all of the underfortress building, and became spontaneous mayor for some reason.

He shows what it *really* ment to be a dwarf.

I vote to name the statue Rovod the Great.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **crash2455** on **July 23, 2009, 01:54:29 am**

Hey, I'm gonna have to pass on my turn again. Shit came up.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 23, 2009, 01:57:15 am**

Silly Ark. You don't _vote_ on stuff like that. You call him Rovod the Great and beat anyone up who objects.

Nil: Great screenshots by the way.

Crash: Well damn. WHO WANTS HIS TURN?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 23, 2009, 05:27:56 am**

Quote from: nahkh on July 23, 2009, 01:57:15 am

Silly Ark. You don't _vote_ on stuff like that. You call him Rovod the Great and beat anyone up who objects.

Nil: Great screenshots by the way.

Crash: Well damn. WHO WANTS HIS TURN?

53 dwarves. hmmm i can live with that. MEE :D

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 23, 2009, 07:48:12 am**

Quote from: nahkh on July 23, 2009, 01:57:15 am

Crash: Well damn. WHO WANTS HIS TURN?

Ooh! Ooh! Pick me! Pick me!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 23, 2009, 07:50:21 am**

don't pick spoon he may cause another mass murder by not locking the front door when the magma gun is switched on before i do ;D
(not holing anything agianst you spoon it's just a joke really)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 23, 2009, 07:54:38 am**

I was actually trying to be very safe with the magma spewer, made lots of walls at a few places, and tried to raise the drawbridges to prevent the magma from flowing in, they melted though.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 23, 2009, 07:56:41 am**

Quote from: Demonic Spoon on July 23, 2009, 07:54:38 am

I was actually trying to very safe with the magma spewer, made lots of walls at a few places, and tried to raise the drawbridges to prevent the magma from flowing in, they melted though.

diddums i guess. i kinda found out that nasty bridge melting in magma in an old fort so i wasn't too happy about it tbh.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 23, 2009, 08:46:54 am**

I figured you'd know by now the first responder gets the turn. Skaltum, it's all yours.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 23, 2009, 08:50:28 am**

right-o downloadin nils save now and erm i'm kinda useless with screenshots but i'll do me best

[EDIT: urrrrggghh thats a lot of dead dwarves. i hop u lot are proud lol >:(:P

hmmmm i wonder what these levers do. better keep an eye on Urist the miner lol

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 23, 2009, 09:38:03 am**

There are various notes, POI and comments that explain what the levers do.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 23, 2009, 09:39:48 am**

yeah i found them. right now with the help of the posted maps i'm finding my way around the fort. updates soon once i start playin proper. 15 fps urrgg i've had much worse tho

EDIT: time to butcher some useless animals (dogs 4 cats, 1 breedin pair of each type and exotics wont be buthchered)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 23, 2009, 10:33:57 am**

Don't butcher our watch-giant-scorpion.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 23, 2009, 10:36:02 am**

Quote from: nahkh on July 23, 2009, 10:33:57 am
Don't butcher our watch-giant-scorpion.

its okay besides i class it as an exotic pet

+ first case of dwarficide caught on tape

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 23, 2009, 10:36:34 am**

ooh! linky linky :D

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 23, 2009, 10:42:12 am**

Nil:
You're right. The place must be damn spooky to visit. Not just the locale, but the survivors are probably the creepiest dwarves ever. Maybe with the exception of the little girl in Boatmurdered, but even that is a maybe.
Once we're done with it I say we load it up on adventure mode, travel to the spot and make the save public.

And thanks for the great pictures.

Skaltum: Oh gawd. I guess you should keep the tape rolling. What caused it? Tantrum? Berserk? Violating mandate?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 23, 2009, 10:42:35 am**

Quote from: Demonic Spoon on July 23, 2009, 10:36:34 am
ooh! linky linky :D

dwarficide! http://www.mkv25.net/dfma/movie-1546-bombulsdwarficide

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 23, 2009, 10:44:03 am**

Quote from: nahkh on July 23, 2009, 10:42:12 am
Nil:
You're right. The place must be damn spooky to visit. Not just the locale, but the survivors are probably the creepiest dwarves ever. Maybe with the exception of the little girl in Boatmurdered, but even that is a maybe.
Once we're done with it I say we load it up on adventure mode, travel to the spot and make the save public.

And thanks for the great pictures.

Skaltum: Oh gawd. I guess you should keep the tape rolling. What caused it? Tantrum? Berserk? Violating mandate?

melancholy :(decent mason as well i reckon it was a failed mood on nils turn or before that

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 23, 2009, 10:44:15 am**

Oooh suicide you meant.... WHAT? Someone still cares about stuff enough to want to kill themselves?
But yeah, walking to magma is definitely the way to go.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 23, 2009, 10:51:11 am**

uumm yeaarhh about the skorpian. well its kinda dead. and i know it didn't happen wen i started playin

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 23, 2009, 10:53:06 am**

Awww, well it's a small matter. At least it isn't lonely.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nil** on **July 23, 2009, 11:03:45 am**

Quote from: nahkh on July 23, 2009, 10:53:06 am
Awww, well it's a small matter. At least it isn't lonely.
I think it died long ago, I certainly haven't seen it in a while. Remember, we have a giant leopard, a giant eagle, and a crocodile now though--together they're just as good, right?!?!?!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 23, 2009, 11:06:15 am**

No, skorpy will be missed :(

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 23, 2009, 11:12:41 am**

Poor skorpy. Give Rovod a good kiss from us when you see him.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 23, 2009, 11:13:54 am**

...I don't believe scorpions have lips...

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 23, 2009, 11:31:04 am**

okay we now have a bit moar meat than we did. we got enough drinks to blow up the fort and heres a journal update.

Skal's scorpion leather journal

well i'm here at long last. the infamous sparkgear III. there are rumours that this place has cost the lives of untold numbers of dwarves and the king himself -_-* so there have been many rumours that it is this place that will become the home and tomb of all who live here and were born here. well one thing is clear from the start. this place is huege and that mighty cannon dunt look to friendly either. well i've talked with the mayor and found out that there is no captian of the guard or hoardmaster so those positions are now mine now if only i could get a few recruits hmmmmm. Anyway i have just heard that a dwarf who was dubbed sir mopes-a-lot comitted suicide or should i say dwarficide seeing as we are not those tall apes known as humans. i've noticed bones of my bretherin lying around so i have ordered a new mausolium to be carved out with a tomb in the middle for me :D. i have had my quaters made so now i must make this haunted place much more inviting so bye bye rough stone and hello smooth :D. i think a mosaic will be nice in the power plant which i will leave rough for now

end painfully long entry

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 23, 2009, 11:39:30 am**

Quote from: skaltum on July 23, 2009, 11:31:04 am

okay we now have a bit moar meat than we did. we got enough drinks to blow up the fort

Quote from: skaltum on July 23, 2009, 11:31:04 am

enough drinks to blow up the fort

Quote from: skaltum on July 23, 2009, 11:31:04 am

blow up the fort

Quote from: skaltum on July 23, 2009, 11:31:04 am

blow up the fort

Quote from: skaltum on July 23, 2009, 11:31:04 am

!!BLOW UP THE FORT!!

Do eet

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 23, 2009, 11:42:57 am**

Quote from: Demonic Spoon on July 23, 2009, 11:39:30 am

Quote from: skaltum on July 23, 2009, 11:31:04 am

okay we now have a bit moar meat than we did. we got enough drinks to blow up the fort

Quote from: skaltum on July 23, 2009, 11:31:04 am

enough drinks to blow up the fort

Quote from: skaltum on July 23, 2009, 11:31:04 am

blow up the fort

Quote from: skaltum on July 23, 2009, 11:31:04 am

blow up the fort

Quote from: skaltum on July 23, 2009, 11:31:04 am

!!BLOW UP THE FORT!!

Do eet

haha maybe after my turn lol its only maybe a lever or wall breach away ;)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 23, 2009, 11:53:51 am**

journal entry 10th malacite mid summer 217

well nothing importants happened really only some smoothin out of the place. the mausoliam is almost smoothed out. next step is engraving. some random dwarf who no one realised they even exsisted started babblin at me about how they will now be known as demonic spoon the true. all i can say is i hope that dwarf has a nice dilusional life

end entry

p.s must remember to move all booze AWAY from anything to do with magma or levers to prevent an explosion equivilent to armok sneezing from destroyin the continent

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 23, 2009, 11:57:13 am**

please, name him Demonic Spoon the III Reborn(again).

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 23, 2009, 11:58:02 am**

Quote from: Demonic Spoon on July 23, 2009, 11:57:13 am

please, name him Demonic Spoon the III Reborn(again).

arise demonic spoon the III reborn
profession: mad zombie

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 23, 2009, 11:59:32 am**

please, I prefer misunderstood or mentally superior

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 23, 2009, 12:01:25 pm**

Quote from: Demonic Spoon on July 23, 2009, 11:59:32 am
please, I prefer misunderstood or mentally superior

umm okay..

ARISE!!!! DEMONIC SPOOOON :P III ReBoRn [insert crash of thunder and evil laugh hear]

profession: misunderstood

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nil** on **July 23, 2009, 12:03:53 pm**

yo did you name my guy too? I forgot during my turn

(to review I wanted the legendary mechanic to be 'nil the tinker')

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 23, 2009, 12:04:01 pm**

:P Thanks, how're things going? And nahkh, me give 26th, kay?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 23, 2009, 12:10:11 pm**

slowly urrg but i'm doin fine :) no ambushes sieges or thieves yet so umm really all i'm doing now is decorating the place and building more tombs bins but most of all a few bags. food is fine we have 58 meat 16 fish 290 plants 1032 seeds :) 1641 drinks! and 894 other crap. so what i'm planning to do next is disallow the drinks meats and plants from the kitchin and process all the fat and tallow into biscuits. btw i hav not touched the adamantine yet so the stocks stand at 73 wafers. all looks fine. no tantrums on the horizon and only one death which was the melancholy guy

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 23, 2009, 12:11:45 pm**

btw spoon you live in the hermits cave :P and nil the dwarf is now named as nil the tinker

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 23, 2009, 12:12:34 pm**

mmm, it would seem this fortress this fortress needs someone to inject some chaos back into it, forcefully if neccesary. The return of the Sparkgear Space Program perhaps? And thanks a bunch skaltum, who was my dwarf before his possession?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 23, 2009, 12:13:50 pm**

doshmab i think ???

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 23, 2009, 12:14:15 pm**

proffesion?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 23, 2009, 12:15:26 pm**

dyer O_O but now something useful such as masonry and engraving due to the shocking lack of them

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ArkDelgato** on **July 23, 2009, 12:18:56 pm**

Quote from: Demonic Spoon on July 23, 2009, 12:12:34 pm
mmm, it would seem this fortress this fortress needs someone to inject some chaos back into it, forcefully if neccesary. The return of the Sparkgear Space Program perhaps? And thanks a bunch skaltum, who was my dwarf before his possession?

I say we should finish paving the sky.
then pump magma above that, and make it into some kind of horrible dwarven raincloud.

Like, pressureplates that activate hatches on the ceiling.
Controlled by a kitteh randomizer.

Or many of them.
Yes.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 23, 2009, 12:20:16 pm**

This has my seal of approval, if you replace kitten with elf.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ArkDelgato** on **July 23, 2009, 12:23:43 pm**

But we should cage the elves, and sell them to the elves, for more elves!

blink blink
What? The signup chart is full?
Naw, can't be. Sobriety-induced stupor.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 23, 2009, 05:10:16 pm**

You know a person is great when he uppercases his M's.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 23, 2009, 05:19:42 pm**

Truly, you are like He-Man.

That aside, I'm starting to mentally categorize players who participate in this thread.
So far I have four categories.

1 - The good players.
These guys know what the fuck they're doing. Good architecture, efficient designs, impressive megaprojects. These guys I like. We need people like that evenly spaced throughout the game to stop the fort from crashing and burning. Expect little to no casualties, well documented levers and timely upload.

2 - The average players.
Nothing too spectacular, but they do make the occasional harmless expansion. Expect maybe a five percent casualty rate. They're ok.

3 - The bad players.
Best characterized by "Oh god how did I get here I am no good at computer." Half the time they don't even show up for their turn, and do Bad Things to the fort (like charging orcs) just for kicks. (No Barb, you aren't in this category despite your little stunt.) They're fine for their entertainment value, as long as they only join in occasionally. Except high casualties, confusing design, zero documentation.

4 - Demonic Spoon
Don't you ever change.

EDIT:
oh yeah, added a disclaimer to the first post, as well as a link to the maps.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 23, 2009, 05:21:46 pm**

WOO i'm number 1.9 ;D for my awesome smoothing and mosaics of the fort

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 23, 2009, 05:22:22 pm**

I'm number 0.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 23, 2009, 05:23:15 pm**

skaltum: Nope, you're down to two for misspelling "mausoleum".

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 23, 2009, 05:24:40 pm**

:O so it's not a word i type much lol number 1.999 instead :D

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 23, 2009, 05:25:36 pm**

But nah, don't take that category system seriously. I'm pissed as a fart at the moment.
Also they're fuzzy categories and thus not clear-cut.

Edit:
But there is hardly an excuse for poor spelling these days. Doesn't your browser have an automatic spell-checker? And google's wonderful define: function is great for checking the spelling of something.
I do that all the time.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 23, 2009, 05:26:08 pm**

Don't worry fellos. I have proof that I am good with DF.

PROOF. (<http://www.mkv25.net/dfma/map-5769-deathquest>)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 23, 2009, 05:26:30 pm**

hmm nahkh is dwarfy :D

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 23, 2009, 05:41:11 pm**

so toony how fairs deathquest V2?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 23, 2009, 05:47:30 pm**

EDIT:
So, anyone thought about making some kind of remotely lockable gate (magma safe of course) to the south end of the trench? That way we could trap enemies within the trench and magma em to death.
Too cheesy?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Kamrusepas** on **July 23, 2009, 06:58:03 pm**

Woah, threads exploded. last time i visited it was only on like 20.

Also; this must be the most confusing fort ever...and thats just looking at the map! (OCD suffers nightmare ^_^)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nil** on **July 23, 2009, 07:27:59 pm**

Quote from: nahkh on July 23, 2009, 05:19:42 pm

1 - The good players.
These guys know what the fuck they're doing. Good architecture, efficient designs, impressive megaprojects. These guys I like. We need people like that evenly spaced throughout the game to stop the fort from crashing and burning. Expect little to no casualties, well documented levers and timely upload.

2 - The average players.
Nothing too spectacular, but they do make the occasional harmless expansion. Expect maybe a five percent casualty rate. They're ok.

3 - The bad players.
Best characterized by "Oh god how did I get here I am no good at computer." Half the time they don't even show up for their turn, and do Bad Things to the fort (like charging orcs) just for kicks. (No Barb, you aren't in this category despite your little stunt.) They're fine for their entertainment value, as long as they only join in occasionally. Except high casualties, confusing design, zero documentation.

4 - Demonic Spoon
Don't you ever change.

That's what makes secession games and Sparkgears in particular great. If you only have bad players, the fort dies a quick and terrible death. If you only have good ones, thing either get boring and the game dies or the fort gets too large and complex and suffers FPS-death. It's only when you have the 1s and 2s mixed with the 3s and 4s that you have the bust and boom cycles that make a secession game great.

It is the yin and the yang, the circle of life, the sound of two hands clapping, etc etc

edit: haha sweet I'm digging the first post that's exactly what I hoped would happen

edit2: also I'm totally into having an adventurer explore the place in well-documented detail after we're done but it better not replace or delay Sparkgears 4!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 23, 2009, 07:57:36 pm**

Ok, I've got six days to learn how this damn fort works. No sweat.

**clicks map link*

[insert ambiguous curse word here]

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 23, 2009, 11:41:00 pm**

Quote from: nahkh on July 23, 2009, 05:19:42 pm

Truly, you are like He-Man.

That aside, I'm starting to mentally categorize players who participate in this thread. So far I have four categories.

1 - The good players.
These guys know what the fuck they're doing. Good architecture, efficient designs, impressive megaprojects. These guys I like. We need people like that evenly spaced throughout the game to stop the fort from crashing and burning. Expect little to no casualties, well documented levers and timely upload.

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Nothing too spectacular, but they do make the occasional harmless expansion. Expect maybe a five percent casualty rate. They're ok.

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Best characterized by "Oh god how did I get here I am no good at computer." Half the time they don't even show up for their turn, and do Bad Things to the fort (like charging orcs) just for kicks. (No Barb, you aren't in this category despite your little stunt.) They're fine for their entertainment value, as long as they only join in occasionally. Except high casualties, confusing design, zero documentation.

4 - Demonic Spoon
Don't you ever change.

EDIT:
oh yeah, added a disclaimer to the first post, as well as a link to the maps.

Hey cool, I have my own category! Yay!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **crash2455** on **July 23, 2009, 11:45:23 pm**

I'd like to say I'm a 1 for my amazing sack of architectural goodness in SG2, but I'm guessing my attendance record in SG3 bumped me down to like 1.78 or something. I did make a strand-extraction factory.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 24, 2009, 02:34:45 am**

So, about the future.

Firstly, I express the firm dedication that this fort must be played properly to the end of the month. Speculation about the future must not take precedence over the fortress we have now. That said, I'm also rather fond of the place, so avoid running it to the ground like earlier forts. No fucking space programs, all right?

Secondly, SGIV will not be delayed / replaced by anything. As much as I like this one, the fps rating and confusion quotient are getting unsuited for further playing. So a new SG is definitely coming up.

So far, this fortress has a been a hilariously, terribly, tear-jerkingly wonderful. Thanks to all those who have played. Dwarf fortress at it's finest.

Methinks that we should definitely keep using DD in the future (except that we should upgrade to 1.2).

Your truly,
-Nahkh

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 24, 2009, 08:04:32 am**

Iluogo?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 24, 2009, 08:17:15 am**

I sent him a PM a few hours ago, no response.
Looks like he's gone AWOL.

The first player to respond gets the rest of his turn.
If he does show up and has been playing, his save will take precedence.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 24, 2009, 08:23:28 am**

ewo again ;D nah i don't want his turn this time (i can't take anymore slow fps for now) why don't you do it nahkh or give it to spoon.

just rember who ever takes this turn is that theres a fey dwarf needing shells in the powerplant. the area is havind a mass smoothing but should be done quickly with around 4-6 engravers. the plant extracts and fat are now all lavish prepared meals. other than that enjoy p.s the dungeon master is quite content now due to the adamantine cabinat in his office. he was very unhappy O_O so i had to guys. theres one peasent in the guard as a swordsman so the normal military get some training. make some chain armor because the squads were previosly asigned for leather armor when there was none.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 24, 2009, 08:37:52 am**

I claim his turn!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 24, 2009, 08:47:44 am**

DS it is then. Have fun. Errr, by that I mean keep the fort running smoothly.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **iluogo** on **July 24, 2009, 08:51:01 am**

sorry for not posting but i already finished my turn so i'll upload it now ;D

Edit: the save (<http://dffd.wimbli.com/file.php?id=1253>)

the only notable thing i did was build a arena for the dwarves. i also cheated a bit to get some orc cages

Demonic Spoon can take the rest of my turn as long as he continues with my save ;D

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 24, 2009, 09:06:26 am**

Whoops sorry for passing you by. Your save is of course canon.

But if you are done then I guess Demonic Spoon can play around a bit with your save.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 24, 2009, 09:12:51 am**

Right, redownloading now then.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 24, 2009, 09:25:57 am**

Quote from: crash2455 on July 23, 2009, 02:13:28 pm

<u>Quote from: Demonic Spoon on July 23, 2009, 01:55:09 pm</u>
What!? We are dwarves! We do not fight mano-a-mano, we fight with overwhelming advantage at our side!

And true dwarves (<http://www.bay12games.com/forum/index.php?topic=34933.msg603464;topicseen#msg603464>) fight 4 squads of orcs singlehandedly.

As I said, with massive adavantage at our side, don't you listen?

Also, map added: <http://www.mkv25.net/dfma/map-6511-sparkgear3>

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 24, 2009, 12:20:15 pm**

I'm glad to report the reappearance of the zombie wyvern.

And it's *destruction*.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 24, 2009, 12:39:07 pm**

Technically, you can't kill the undead. The technical term is "destroy".

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 24, 2009, 12:40:13 pm**

Technically I don't care about your technicalities.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 24, 2009, 12:45:08 pm**

And that's what makes you special.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **filiusenox** on **July 24, 2009, 12:46:28 pm**

Put me up for the 30?
I might join if the save isnt a .rar file.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 24, 2009, 12:51:32 pm**

It isn't, though 7zip can handle rar.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 24, 2009, 12:53:57 pm**

Has anybody tested the magma cannon yet? Heh. I don't remember anyone using it. :)

EDIT: I mean on like invaders.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 24, 2009, 12:56:54 pm**

It's been used on them a few times, even by me just now, works if you can get everyone inside in time.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 24, 2009, 12:58:30 pm**

Quote from: Demonic Spoon on July 24, 2009, 12:56:54 pm
It's been used on them a few times, even by me just now, works if you can get everyone inside in time.

if?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **filiusenox** on **July 24, 2009, 12:59:58 pm**

make it the 31st

Anyadvice for a new playe of the fort?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 24, 2009, 01:00:49 pm**

Quote from: filiusenox on July 24, 2009, 12:59:58 pm
make it the 31st

Anyadvice for a new playe of the fort?

Follow the leader.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 24, 2009, 01:03:20 pm**

Try not to fuck everything up to much.

If you don't they burn in magma or get killed by that damn goblin ambushing party, your choice.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 24, 2009, 01:09:58 pm**

Read through the thread and the map POIs, otherwise you'll be lost as hell.
I've put you up on the list.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 24, 2009, 01:52:22 pm**

All preparations for the great purging MK II are nearly complete.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **filiusenox** on **July 24, 2009, 02:03:06 pm**

Hey umm...when i try and run dig deeper and try to generate a world it crashes. This is a brand new df file so i dont what to do.It says it has a improvised selector?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 24, 2009, 02:07:21 pm**

Try the prepackaged folder in the first post, also I narrowly avoided pulling a boarmurdered on the dwarven merchants. But no, there had to be a ambush in any case.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 24, 2009, 03:26:18 pm**

You know that if you perform mass murder I'll just declare your turn non-canon, right?

That's right my puppets, dance!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 24, 2009, 03:28:38 pm**

Save: <http://dffd.wimbli.com/file.php?id=1254>

Disclaimer: Less than 10 dwarves were killed during my turn.

Spring:

After taking possession of another host, *again* I decide it's time to end what I started in this fortress, namely the great purging, if the magam pipe once again does not hold out I will have to look into some things and continue at a later date. Nothing much happenend in spring, contruction and taunting the orcs mostly.

Summer:

Siege lifted, got some migrants that escaped the goblin ambush on the other side. Zombie Wyvern appeared and was killed. No humans showed up >:(Pansies. Killed some of the goblins as well.

Autumn:

Work progresses, also the dwarven caravan showed up and was promptly annihilated by an ambush, not before the guards killed most of the sqaud though. This was rather irritating. Finally the levers have been pulled and the fiery red blood of the earth is pouring out, we will see if the magma pipe reserves hold. In the mean time I think I'm going to take a vacation and let someone else think that they're 'in charge' for a while.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **filiusenox** on **July 24, 2009, 03:34:12 pm**

40d13 is screwed up for me but the rest works. Ill have to use my 40d11 to play.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 24, 2009, 03:36:31 pm**

If I get a chance during my turn I'll record a video of the magma cannon in action.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 24, 2009, 03:37:12 pm**

I't actually very unimpressive, since it's not pressurized, only the results are something to look at.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 24, 2009, 03:40:30 pm**

That could be... Corrected.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 24, 2009, 03:43:32 pm**

That's what I'm planning to do in my upcoming turn, among other things.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 24, 2009, 03:45:06 pm**

Quote from: Demonic Spoon on July 24, 2009, 03:43:32 pm

That's what I'm planning to do in my upcoming turn, among other things.

Sweeeeet.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 24, 2009, 03:52:10 pm**

Hey nahkh, I did also smooth the entire overfort, floored large parts of it over and fired the magma cannon. And got two artifacts.

EDIT: And here's the map to prove it: <http://www.mkv25.net/dfma/map-6514-sparkgear3>

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 24, 2009, 04:05:06 pm**

I don't think firing the magma cannon deserves special mention. But hey. I'll mark you up for general repairs of the overfortress.

So how many dwarves did you come down to?
I understand you even got some migrants. No idea why they would even consider coming to this ghostly place, but it's good to get fresh workers.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 24, 2009, 04:06:17 pm**

Magma looks good.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 24, 2009, 04:08:08 pm**

We should extract the magma from the second lowest level. Like what I did with the Dwarven Magma Cannon (in a much earlier fort). That way the entire magma pipe functions as our reservoir.

EDIT:
Gah, just had a look at our magma systems. And boy do they suck.
The original magma-filled tunnels were designed so that they could be filled to 7/7 by pumps. Now that you're reconnected those pressurised pumps to the previous system, using said pumps would cause the magma level to rise from behind the pump, destroying it and the pumping dwarf.
Didn't your mom teach you how to build safe magma systems?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **filiusenox** on **July 24, 2009, 04:12:11 pm**

Well i been looking over the map and i have to say...this place is creepy as that old mansion on that hill.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Tarquinius** on **July 24, 2009, 04:39:11 pm**

The save is now downloaded. Hopefully I'll be able to do more than on my last turn.
EDIT: Seven new migrants arrived fairly quickly. All managed to enter the fortress without drawing orc attention. Current fortress wealth is 7,260,788.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 24, 2009, 05:32:52 pm**

What's our current population?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Tarquinius** on **July 24, 2009, 07:34:06 pm**

Current population is 73. I'm probably not going to get much done on this turn, just because I can't think of much to build. Right now, I'm just adding more fortifications to the overfortress and I think I'm going to make a weaving/clothesmaking complex. Also, I propose that for SparkGear 4, anyone who fails to label a lever should be subcket to verbal mockery and/or punishment. There's a minor lava flood within the fortress in an area that I had neglected to pay attention to. It should be easy to fix, but it would be easier if the levers to activate the gear assemblies and floodgates were labeled. Judging from a quick check, less than half of our 62 levers are labelled.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 24, 2009, 07:51:12 pm**

Check the map archive too. I think nil left some lever-related notes.

Frankly I don't understand why dwarves keep coming in here.
Common sense says it's totally stupid to do so.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 24, 2009, 07:57:16 pm**

Quote from: nahkh on July 24, 2009, 07:51:12 pm

Check the map archive too. I think nil left some lever-related notes.

Frankly I don't understand why dwarves keep coming in here.

Common sense says it's totally stupid to do so.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Tarquinius** on **July 24, 2009, 08:06:36 pm**

I found out what the lever was for the floodgates and rebuilt the troublesome gear assembly and hooked it up to a new lever. However, the problem went on for a bit too long, so there's an appreciable chance that one dwarf might die. He's a soaper/legendary mason/dabbling engraver (artifact creator) His list of relationships consists solely of his deity and ten passing acquaintances, so no-one should mourn too much and cause a tantrum.
EDIT: Forgot to preview, had bad word choice.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 24, 2009, 08:21:34 pm**

Try to rescue him. A legendary mason isn't something you want to throw away. And I doubt anyone of the residents would miss someone should they die. Dwarven lifespan is like two years around here anyway.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Tarquinius** on **July 24, 2009, 09:24:11 pm**

The mason has been rescued. The interesting Dwarven physcology shows itself again: despite suffering from hunger, dehydration, miasma, being caught in the rain, and a lack of dining tables, he was quite content because he had slept in a nice bedroom recently. The true casualties of the lava flood were the 28 engravings destroyed, including multiple masterpieces. Also, a wood burner who was in a strange mood just went melancholy. Why do about half of strange moods require shells?
EDIT: Also, I must say that one of the currently living dwarfs, Rigòth Kûbukrimtar, is quite impressive: she has had a mangled right lung since, at the very least, my turn 5 in-game years ago, yet still manages to be very useful in the fortress as an engraver, mason, and miner.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nil** on **July 24, 2009, 10:00:26 pm**

Is she also a siege operator? If so she was around on my turn back on the 7th, I remember a wheezer that had one or two of those skills.

She's seen *things*.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Tarquinius** on **July 24, 2009, 10:17:21 pm**

She's an expert siege operator. Also, champion Kikrost has just been struck down, while inside and with the outer drawbridges closed. I have no idea where his corpse is, so I have no idea how he died. His last thought was "he had a satisfying sparring session recently", so I'm guessing death via sparring. And on that happy note, I'm off to sleep.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 24, 2009, 11:40:29 pm**

How'd we get a magma flood inside? I thought I'd made everything safe.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 25, 2009, 03:38:22 am**

Ugh. I could show you a few holes in your "safe" magmaworks.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 25, 2009, 06:54:35 am**

Please do

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 25, 2009, 07:47:34 am**

Mkay, I'll add them as POIs to the most recent map.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 25, 2009, 07:55:19 am**

Neither of those two points can be reached by the magma as long as the bridges remain safely shut.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 25, 2009, 07:56:32 am**

I'm still writing, pal.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 25, 2009, 07:56:57 am**

so then am i still the captian or did i become dwarven roast in the recent flood?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 25, 2009, 08:02:55 am**

Well, that's five points.

Actually, now that I think about it, building that vertical magma pipe down to the trench is probably not a good idea. Sure, it would make it safer, but right now the fort looks like a rugged keep, desperately clinging to rocks on a river of magma. Which is indescribably cool. Maybe just raise the walls a little higher and block the vulnerable fortifications.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 25, 2009, 08:08:05 am**

I'm aware of points 3-5, but that shouldn't flood the inside of the fortress, and my earlier post was reffering to points 1-2 which were the only ones listed when I posted it.

And I think you're still alive skaltum, and I didn't change any noble assignments.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 25, 2009, 08:16:50 am**

Well, my primary concern is how uncontrolled that whole thing is. Just seems really... shaky. I guess the new bridge helps a little, but the whole thing just makes me really uneasy. I guess I could live with it, if we at leased raised the walls another level and filled the first level fortifications.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 25, 2009, 08:17:56 am**

Damnit, now I want a turn with this thing.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 25, 2009, 08:19:51 am**

Demand it with an iron fist!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 25, 2009, 08:23:41 am**

Iron fistings have never been my style. Someone's bound to cancel, I'll just call dibs on that.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 25, 2009, 08:34:03 am**

<div>I began a vertical shaft into the trench for magma, just never completed it, a vertical shaft from down below that is.</div>
<div><div>Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]</div><div>Post by: Tarquinius on July 25, 2009, 09:11:20 am</div></div>
<div>The lava flood was my fault. I opened the alunite floodgates a few Z-levels above the statue gallery/tombs while searching for the lever to turn the magma aqueduct off, which had mysteriously disappeared. As to noble assignments, I left the position of captain vacant because the current mayor has a crystal glass obsession and I want to avoid punishments.</div>
<div><div>Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]</div><div>Post by: Demonic Spoon on July 25, 2009, 09:13:37 am</div></div>
<div>Ha! I knew I was innocent! And if you look very hard you might find some walled in levers, that's all I'm going to say.</div>
<div><div>Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]</div><div>Post by: Tarquinius on July 25, 2009, 09:31:34 am</div></div>
<div>The butcher Tun Astodkultet just created the artifact mechanism "Alakilid" (Acerules) via possession. Value: 62,400. Among other decorations, it menaces with four different materials of spikes and has an image of Demonic Spoon the III in cave spider silk.</div>
<div><div>Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]</div><div>Post by: Demonic Spoon on July 25, 2009, 09:33:57 am</div></div>
<div>Really?! Awesome! Give that dwarf a medal and a lifetime supply of sunshine!! And btw, how's the processing of the cave spiders webs going?</div>
<div><div>Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]</div><div>Post by: Tarquinius on July 25, 2009, 10:22:19 am</div></div>
<div>Currently, we have 561 cave spider silk thread and 297 cave spider silk cloth. I have made about a hundred pieces of silk clothing already. The engraver Mistêm Kizbizalâth has been elected mayor. Unfortunately, her favourite metal is titanium. Current fortress wealth: 7,403,476.</div>
<div><div>Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]</div><div>Post by: Demonic Spoon on July 25, 2009, 10:42:51 am</div></div>
<div>Make silk cloaks!!</div>
<div><div>Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]</div><div>Post by: Tarquinius on July 25, 2009, 10:49:45 am</div></div>
<div>Seven new migrants. Current population is 78.</div>
<div><div>Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]</div><div>Post by: Demonic Spoon on July 25, 2009, 11:01:11 am</div></div>
<div>Gogo tarquinius! Did we get the even though might be tomb message?</div>
<div><div>Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]</div><div>Post by: Tarquinius on July 25, 2009, 11:32:31 am</div></div>
<div>The message was just "Some migrants have arrived". The reputation of the fortress seems to be improving. Edit: The dungeon master just demanded a bed in her dining room. Why does she need a bed in her dining room?</div>
<div><div>Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]</div><div>Post by: ToonyMan on July 25, 2009, 11:33:58 am</div></div>
<div>I approve of Tarquinius' actions.</div>
<div><div>Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]</div><div>Post by: Tarquinius on July 25, 2009, 12:34:11 pm</div></div>
<div>Eight migrants have arrived. This, plus a birth from a resident, puts us at 87 dwarves.</div>
<div><div>Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]</div><div>Post by: nahkh on July 25, 2009, 12:43:34 pm</div></div>
<div>BARON TIEM NAO</div>
<div><div>Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]</div><div>Post by: Tarquinius on July 25, 2009, 12:51:48 pm</div></div>
<div>Ushat Kuletmilol the planter went berserk from a failed strange mood (he wanted shells) and killed Tulon Nethathel and Urdim Cattenzon before being killed by champion Lokum Arzeslikot, who was also responsible for the sparring accident that killed champion Kikrost earlier in my turn.</div>
<div><div>Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]</div><div>Post by: nahkh on July 25, 2009, 12:55:34 pm</div></div>
<div>Any orphans left behind?</div>
<div><div>Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]</div><div>Post by: Tarquinius on July 25, 2009, 01:06:15 pm</div></div>

Appearantly, the berserk planter wounded another dwarf before dying - cook Sigun Losisvucar just bled to death. None of the three dwarves killed by the planter had any relationships beyond passing acquaintances, but champion Kikrost Ērithostar left behind a wife and two children, all three of whom are still living.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 25, 2009, 01:08:40 pm**

You should make sure they have nice living quarters. It's the least you could do. And it's not like we'll be running out of space anytime soon.

Heey. That's probably why you're getting so many migrants. They all figured that housing would be cheap here.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Tarquinius** on **July 25, 2009, 01:19:20 pm**

We actually have less beds than dwarves right now so I'm expanding the living quarters to include 20 new decent-to-fine quarters. Also, we have almost five times more coffins than we have beds (339 to 72)
EDIT: I don't mind the mayor that much. I just received the easiest mandate ever: Make thrones (1/1)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 25, 2009, 01:23:42 pm**

Quote from: Tarquinius on July 25, 2009, 01:19:20 pm
five times more coffins than beds

... That, if anything, is signature material.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 25, 2009, 02:47:33 pm**

so sigged when i figure out how to do it ;D

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 25, 2009, 02:52:25 pm**

Not if I sig it first! Ha! Take that!!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 25, 2009, 02:53:11 pm**

Quote from: Demonic Spoon on July 25, 2009, 02:52:25 pm
Not if I sig it first! Ha! Take that!!

i h8 u naw >:(still gona get it tho :P

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 25, 2009, 02:55:48 pm**

You see the profile button at the top of the page? Click it, and then forum profile, from there it's easy.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 25, 2009, 02:58:04 pm**

* still offtopic*

i meant as in using the quote as a sig like you have DS

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 25, 2009, 03:05:01 pm**

what I personally do is I click the insert quote button and then copy and paste.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 25, 2009, 03:05:36 pm**

Quote from: Demonic Spoon on July 25, 2009, 03:05:01 pm
what I personally do is I click the insert quote button and then copy and paste.

faceplams

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 25, 2009, 04:31:07 pm**

I see the deadline has arrived, and the save is not.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 25, 2009, 04:33:35 pm**

Quote from: nahkh on July 25, 2009, 04:31:07 pm
I see the deadline has arrived, and the save is not.

looks like your oppertunity to take over

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 25, 2009, 04:50:48 pm**

No it isn't. Tarquinius needs to upload his save first.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Tarquinius** on **July 25, 2009, 04:57:10 pm**

Save (<http://dffd.wimbli.com/file.php?id=1256>)
Map (<http://mkv25.net/dfma/map-6524-sparkgear3>)
Summary: The two POIs in the map are the only two real additions I made. (Originally, I was planning to put the both in Latin due to my username, but I decided that while people might guess what 'Domi Tarquini' meant, they probably wouldn't figure out 'Officina Bombycis')
Other than that, I did a lot of engraving. Starting population: 64. End population: 83. Population growth : 19. Starting wealth: 7,260,788. End wealth: 7,591,046. Wealth growth: 330,258.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 25, 2009, 07:20:37 pm**

Good job. Now I'm off to bed.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 26, 2009, 12:08:15 am**

Downloading now.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 26, 2009, 08:31:31 am**

Dare I ask how is it going?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 26, 2009, 08:48:45 am**

Not too bad, though half the military went insane and committed suicide, and two fluing wyverns of the ilk that has plagued the fortress since it's founding appeared. Made a slight mistake in the building of the magma cannon, delaying it's completetion, also, I didn't realize you were the one that invented the magma cannon nahkh, kudos to you.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 26, 2009, 09:12:15 am**

Well I can't take full credit for the magma cannon. I think me and this other guy invented it around the same time independent of each other.
Although I think I'm the first to actually make such a thing. Also, mine handles CONSIDERABLY more volume than our flimsy little pipe.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 26, 2009, 09:48:01 am**

Well that's fucking great, no sooner does the one siege lift than the next one sets, but not for much longer, oh no, not much longer.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 26, 2009, 01:00:41 pm**

DeathQuest had an instant siege before, let me find it....

Here. (<http://www.mkv25.net/dfma/movie-1258-atoughgoblinbattleorisit>)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 26, 2009, 01:28:19 pm**

I've been contantly sieged for three fucking seasons now!! I'm worried I won't be able to finish the magma cannon in time. :(Also, do you change your avatar daily or something? And you read Godot?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 26, 2009, 02:04:30 pm**

It goes with my mood.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 26, 2009, 04:31:18 pm**

Save: <http://dffd.wimbli.com/file.php?id=1259>

Magma cannon is nearly complete, just need to build two more pumps, the magma pipe has been enlarged. Walled up the fortifications as per nahks's request and probably did a few more things I'm forgetting about.

Goodnight everyone

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 26, 2009, 04:38:59 pm**

Three more days for me. I almost got this fort down, this will help in my endeavors.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 26, 2009, 11:53:10 pm**

Map: <http://mkv25.net/dfma/map-6536-sparkgear3>

Story:

[Spoiler](#) (click to show/hide)

Winter:

I have decided to once again take control fo this miserable excuse for a fortress, forging it into a mighty capital of dwarven sanity and order. The first order of business is getting some of those items that are lying around outside before another siege sets in. And having seen the magma defences in action I have decided to redesign them to both improve the rate of magma flow and the amount of magma that can be unleashed. As such I ordered the magma pipe to be enlarged and began expansion and changes on the magma cannon. Realizing however that even with the enlargements we were not utilizing the full force of the magma pipe I set up blueprints for a series of pumps from lower down in the fortress to add to the magma cannon, however I fear that this will not be completed before I become tired of the horrible work ethic and sheer laziness of these dwarves.

Spring:

Work progresses steadily though rather too slow for my liking. A elven caravan arrived, however, knowing them for the evil scumbags that they are we knew they were actually forward scouts for the forces of darkness and quickly ordered everyone inside, shutting the entrances in their faces so to speak. And sure enough shortly after their arrival a orc siege arrived, leaving the elves unharmed and closing in on our now sealed entrances. We threw taunts at them from atop the balconies and some bolts as well, but for some reason our military is very lazy, just like the rest of the damned forttrress. Ignoring tyhe warning scribbled on the maps of the region I decided to mine out some more adamantine, with no consequences.

Summer:

No sooner did the one sieging force of orcs leave than did the next one arrive, perhaps they are trying to wear us down? If so they will find that to be a hard task indeed, we have enough supplies to last us for many years to come and plenty of seeds should our food stocks run out. Speaking of food, what do the orcs eat during the few months that they contantly sit before our bridges? Everyone reports they have never seen them eat, perhaps with that green skin they make as plants do? Also, a combination of sun, smoke and miasma has cuased five of our military dwarves to go insane and commit suicide one after the other, good riddance I say. All of them jumped into the magma of course. It seems to be the accepted form of killing yourself around here. Speaking of death it would appear that two wyverns appeared sometime over the course of the last two months. So far they've not done much execpt for killing another useless champion and making a minor nuisance of themselves by scaring the civilians. Work continues on the magma cannon. Also, our miners appear to be spineless dogs who will take any excuse to stop working. They keep complaining about how hot the stone is they're mining through and refuse to continue digging it out until I'veve made new orders to that effect.

Autumn:

The magma cannon is nearly complete, only a last few walls and pumps have to be intalled. We seems to have incurred the wrath of the magma pipe, by changing it's shape to suit our own purposes, it has taken the sacrifice of 10 miners to appease it's wrath. Tht said the pipe enlargement is just about complete. One of the wyverns seem to have mysteriously dissapeared and we are being sieged by a new orc siege force. These sieges are becoming rather monotonous.

Winter:

Magma cannon is just about complete, just a couple more pumps that need to be installed. The magma pipe has been successfully enlarged. The siege has finally lifted and with no new orcs in sight some migrants hesistantly made the journey here, opening the gates we welcomed the new slaves with open arms. That said I'm growing weary of these idiotic dwarves and will retire to my little home in the hill, leaving them at the mercies of one of their own.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 27, 2009, 07:48:41 am**

Good thing you're ofrgin it into something great. Too bad they ignored tyhe warning.

Looks like the current player is absent, then. Dibs on his turn if he doesn't show up.

Also, this is probably the only fortress to refer to champions as "useless".

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 27, 2009, 07:55:36 am**

If he doesn't show up could I maybe just complete the magma cannon and then you could play? And it says he was active today. And fixed that typo :P

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Kamrusepas** on **July 27, 2009, 08:18:16 am**

Downloaded and already playing, nothing really has happened apart from a 2 Sieges and the miners defacing a few things.

FPS wise its bad :(takes forever to do anything.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 27, 2009, 08:18:46 am**

And made four new ones.
An you've had quite a few turns recently, my turn now.
Don't worry I'll ~~completely-redesign~~ complete the magma cannon anyway.

EDIT:
Awwwwwww.

Well, what's the FPS in precise terms? 15?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Kamrusepas** on **July 27, 2009, 08:20:25 am**

Uh, you can carry on your turn if you want but FPS wise its 23 on average.

Edit: another siege...

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 27, 2009, 08:27:52 am**

Oh I haven't even downloaded the save yet. Keep going, pal.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Kamrusepas** on **July 27, 2009, 08:43:14 am**

Well, cured the FPS problem...but now theres only 14 dwarves left. Orcs got in while I was "playing" with the cannon :(might have to revert or it may just be better to skip my turn.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 27, 2009, 08:44:24 am**

Quote from: Kamrusepas on July 27, 2009, 08:43:14 am
Well, cured the FPS problem...but now theres only 14 dwarves left. Orcs got in while I was "playing" with the cannon :(might have to revert or it may just be better to skip my turn.

14 O_O

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Kamrusepas** on **July 27, 2009, 08:45:03 am**

Quote from: skaltum on July 27, 2009, 08:44:24 am
Quote from: Kamrusepas on July 27, 2009, 08:43:14 am
Well, cured the FPS problem...but now theres only 14 dwarves left. Orcs got in while I was "playing" with the cannon :(might have to revert or it may just be better to skip my turn.
14 O_O

8 now, a few bled to death...

Edit - They got into the sleeping quarters. I would love to blame this on lever hell :(

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 27, 2009, 08:53:37 am**

well i guess u can pretty much guarantee DS III is dead (*again*) no doubt i died as well. and this my friend is why theres so many more goddam tombs than beds

EDIT: Upload the "what if" map so we can see the devastation caused by orcs and then we may be forced to revert unless ark can do another miracle

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Kamrusepas** on **July 27, 2009, 09:01:07 am**

Quote from: skaltum on July 27, 2009, 08:53:37 am
well i guess u can pretty much guarantee DS III is dead (*again*) no doubt i died as well. and this my friend is why theres so many more goddam tombs than beds
EDIT: Upload the "what if" map so we can see the devastation caused by orcs and then we may be forced to revert unless ark can do another miracle

There all dead, cant upload a map :(ark really couldnt have revived the fort this time. even if he could it would take him weeks due to the fps.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 27, 2009, 09:03:03 am**

Quote from: Kamrusepas on July 27, 2009, 09:01:07 am
Quote from: skaltum on July 27, 2009, 08:53:37 am
well i guess u can pretty much guarantee DS III is dead (*again*) no doubt i died as well. and this my friend is why theres so many more goddam tombs than beds
EDIT: Upload the "what if" map so we can see the devastation caused by orcs and then we may be forced to revert unless ark can do another miracle
There all dead, cant upload a map :(ark really couldnt have revived the fort this time. even if he could it would take him weeks due to the fps.

nooo!!!! :'(

ah well time to revert >:(and orcs are badass :'(

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 27, 2009, 09:30:59 am**

Yes, revert back. Do you want to try again (it's still your turn)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Kamrusepas** on **July 27, 2009, 09:36:43 am**

Giving it another go, its going slightly better. but 3 ambushes within 2 minutes (not kidding) is beyond annoying.

Edit - Another ambush? never seen this before Q_Q

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 27, 2009, 10:11:45 am**

You completed the magma cannon?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Kamrusepas** on **July 27, 2009, 10:13:43 am**

Quote from: Demonic Spoon on July 27, 2009, 10:11:45 am
You completed the magma cannon? And how did you deface stuff?

Didnt reallt complete it as much as screwed something up and flooded parts of the fortress with magma. I have decided not to even touch it this time around.

Defacing stuff is mining engraved walls... (I think the person before me set the mining just before saving)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 27, 2009, 10:15:01 am**

There is plenty of graffiti using mining designations, all my stuff was already mined out when my turn was over so there' shouldn't have been any left over mining designations. All you need to do is build one pump and then pull the marked lever to activate the cannon. I'll add a POI for the lever if you like. The place that needs a pump is already marked.

The lever: <http://mkv25.net/dfma/poi-17213-leveroffun>

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Kamrusepas** on **July 27, 2009, 10:42:28 am**

Ok, somebody might as well take over my turn. due to low fps and crazy amount of ambushes (6 in 20 minutes) I cant get anywhere without 70% of my fortress getting killed.

Note - The levers need moving inside. once even a single orc gets inside its Impossible to close/defend or do pretty much anything.

I failed T_T forgive me

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 27, 2009, 11:10:51 am**

Dibs!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 27, 2009, 11:12:57 am**

Quote from: nahkh on July 27, 2009, 11:10:51 am

Dibs!

finally.... ;D the grand masta of pasta takes up the throne once more

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Kamrusepas** on **July 27, 2009, 11:36:13 am**

On a side note while my fortress slowly got destoryed (very slowly) I decided to play with my wax candle making kit. look at the results!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 27, 2009, 11:41:04 am**

Quote from: Kamrusepas on July 27, 2009, 11:36:13 am

On a side note while my fortress slowly got destoryed (very slowly) I decided to play with my wax candle making kit. look at the results! ^_^

<http://img505.imageshack.us/i/img6519.jpg/> (<http://img505.imageshack.us/i/img6519.jpg/>)

yay my qoute owns your monitor ;D

nice candle :P reminds me of an old ice lollie i used to munch but i can't remember name of it now :(and sorry about how you lost the fort to orcs >:(i hate those thing so much.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Kamrusepas** on **July 27, 2009, 11:43:44 am**

Quote

yay my qoute owns your monitor ;D

nice candle :P reminds me of an old ice lollie i used to munch but i can't remember name of it now :(and sorry about how you lost the fort to orcs >:(i hate those thing so much.

It might, but my two cheap monitors equal yours! (duel screen ftw)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 27, 2009, 11:46:03 am**

Candles are sweeeeeeeeeet.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 27, 2009, 11:46:13 am**

:o me only has laptop hence my worshippingd of the 40d# series but i can plug into a 32" HD tv if i want to :P and have duel monitors :D

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 27, 2009, 11:51:01 am**

Quote from: ToonyMan on July 27, 2009, 11:46:03 am

Candles are sweeeeeeeeeet.

i kno lets make a giant rock scented candle with a magma core and a hatch at the bottom linked to a lever so that when pulled will realease the "*scents*" onto the booze pile below (also with the cat cages) ;D

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 27, 2009, 11:59:32 am**

I'll work on that my turn.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 27, 2009, 01:52:21 pm**

Quote from: Kamrusepas on July 27, 2009, 10:42:28 am

Note - The levers need moving inside. once even a single orc gets inside its Impossible to close/defend or do pretty much anything.

Wha? All the levers are inside, underground, next to pool mostly, the ones at the top are mostly left over and rarely used.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 27, 2009, 02:33:05 pm**

Argh, how the hell did you fix that FPS?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 27, 2009, 02:38:15 pm**

Killed just about all the dwarves?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 27, 2009, 02:45:42 pm**

Getting less than 10 FPS here.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 27, 2009, 02:47:26 pm**

Poor nahkh, I guess the only thing you can do is hand the rest of the turn to me.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **fillusenox** on **July 27, 2009, 02:49:43 pm**

Or **ME** i can and will fix it up so that the fps is good.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 27, 2009, 02:54:50 pm**

Yeah I was kidding, have to go sleep now anyway, good luck with the fps.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 27, 2009, 03:02:44 pm**

I'm taking temp off for the time being, but I suspect it's either serious pathing issues or the huge number of objects.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 27, 2009, 03:33:43 pm**

Interesting. My FPS increased when a siege arrived.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Kamrusepas** on **July 27, 2009, 03:41:07 pm**

Quote from: nahkh on July 27, 2009, 03:33:43 pm
Interesting. My FPS increased when a siege arrived.

Lul wut? sieges reduced my FPS. Nahkh is crazy o_o

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 27, 2009, 03:51:00 pm**

Anyways, here's the save (http://users.utu.fi/jypval/df/SG3.7z).
Couldn't do too much, since the FPS was crazy bad.
I did design a magma drainage system for the entrance, and finished the magma cannon v. 1.2.
The drainage is unfinished, but the idea is to have an outer layer with carved fortifications and an inner layer of magmaproof floodgates.
When a lever is pulled (it's the blue unlabeled one east of the drainage), excess magma is supposedly drained out of the entry path. Well, at least it will hopefully speed the drainage of excess magma after use.

There are currently some temporary mason shops in the drainage system, as it was a convenient source of alunite. Remove them and patch the hole before letting magma in.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Kamrusepas** on **July 27, 2009, 04:04:57 pm**

If only somebody recreated my "Great Dining Hall". that thing took 3 hours, 40 dwarves and almost doubled the wealth. it would have been great; if slightly useless. More dining halls required! (bored)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 27, 2009, 04:09:17 pm**

You'll have a chance next month.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Kamrusepas** on **July 27, 2009, 04:22:57 pm**

Quote from: nahkh on July 27, 2009, 04:09:17 pm
You'll have a chance next month.

For the next SparkGear we should do the timed Doomsday Clock challenge!

13 (Triskaidekaphobia!) turns, after the time has ran out (on the mechanical clock that has been built) triggers the support which holds the fortress up!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 27, 2009, 06:20:45 pm**

Anyways, Barbarossa is up next.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **crash2455** on **July 27, 2009, 09:43:16 pm**

Quote from: Kamrusepas on July 27, 2009, 04:22:57 pm

For the next SparkGear we should do the timed Doomsday Clock challenge!

13 (Triskaidekaphobia!) turns, after the time has ran out (on the mechanical clock that has been built) triggers the support which holds the fortress up!

That would be difficult to plan, as turns don't follow a specific number of seasons, and aren't played consistently over the 24 hours they are allotted.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Kamrusepas** on **July 28, 2009, 06:03:09 am**

Quote from: crash2455 on July 27, 2009, 09:43:16 pm

Quote from: Kamrusepas on July 27, 2009, 04:22:57 pm

For the next SparkGear we should do the timed Doomsday Clock challenge!

13 (Triskaidekaphobia!) turns, after the time has ran out (on the mechanical clock that has been built) triggers the support which holds the fortress up!

That would be difficult to plan, as turns don't follow a specific number of seasons, and aren't played consistently over the 24 hours they are allotted.

But not Impossible! I shall attempt my own timed death fortress succession game...someday...

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 28, 2009, 07:15:21 am**

Quote from: Kamrusepas on July 27, 2009, 04:04:57 pm

If only somebody recreated my "Great Dining Hall". that thing took 3 hours, 40 dwarves and almost doubled the wealth. it would have been great; if slightly useless. More dining halls required! (bored)

We have so many bloody dining halls in this bloody fortress...

EDIT: Map: <http://mkv25.net/dfma/map-6554-sparkgear3>

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 28, 2009, 07:50:20 am**

Mind you, the magma cannon is not designed right at the moment. You know that stacked magma doesn't pressurize, right? Also, a broadband loader doesn't help your magma flow any, since you still have 1-pump bottlenecks in it.

But don't feel bad, What you've designed makes for an excellent (well, passable) storage tank for the proper cannon. The idea behind the magma cannon is that you should have a large tank full of magma, designed so that the output-zone (that is, the squares that get pumped) is refilled as quickly and for as long a period of time as possible, then use as many pumps as possible to squeeze the magma through the barrel. The thickness of the barrel doesn't matter as the magma paths just fine through thin corridors. Having the pumps close to the target also helps, as the distance that the magma has to travel reduces the effectiveness of the cannon.

EDIT:
Oh, it is an improvement on the old one, sure. Just needs work to be truly terrifying.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 28, 2009, 07:54:17 am**

Oh ok, I get it now, I misunderstood about pumps and magma, I thought after the magma went through the pump it would have pressure like water and so would work if stacked on itself. I know about the single pump stuff, I began setting up a system to add another three pumps to the input from another source but couldn't finish it in time.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Kamrusepas** on **July 28, 2009, 09:02:41 am**

Could you build/create something that "holds" the magma until a lever is pulled? then it drops it over the sieging orcs...

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 28, 2009, 09:15:47 am**

Yes, retracting bridge or hatchways.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **crash2455** on **July 28, 2009, 09:41:48 am**

We used to have a set of floodgates right at the end which we could probably reinstate.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 28, 2009, 10:08:15 am**

No word from Barbie. I guess the turn is up for grabs. (His turn retains the priority)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 28, 2009, 10:29:04 am**

I grab his turn.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 28, 2009, 10:30:13 am**

[Quote from: Demoniac Spoon on July 28, 2009, 10:29:04 am](#)
I grab his turn.

wow spoon i'm surprised your not yet sick of this forts FPS O_O but magma cannon v1.# awaits you sire

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 28, 2009, 11:58:43 am**

My turns next. I'm going to it label [MEH].

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demoniac Spoon** on **July 28, 2009, 01:00:05 pm**

Save: <http://dff.d.wimbli.com/file.php?id=1267>

Basically just fixed the magma cannon, upgrading it to vesion 1.3.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 28, 2009, 01:05:45 pm**

That's my save right? YEAH.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demoniac Spoon** on **July 28, 2009, 01:15:03 pm**

Yup ;) All the levers that control the magma cannon are marked.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 28, 2009, 01:17:22 pm**

Started it up, pretty sweet magma cannon.

20 FPS.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demoniac Spoon** on **July 28, 2009, 01:19:13 pm**

Thanks :D

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 28, 2009, 01:35:23 pm**

Fixed a broken down door. Told some dwarves to make more food.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demoniac Spoon** on **July 28, 2009, 01:38:51 pm**

What?! Sanity?! Wasn't expecting this from you ToonyMan :(

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 28, 2009, 01:41:04 pm**

Nothing bad has happen yet, on an unrelated note...where is the magma cannon lever?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demoniac Spoon** on **July 28, 2009, 01:45:39 pm**

[Quote from: Demoniac Spoon on July 27, 2009, 10:15:01 am](#)
The lever: <http://mkv25.net/dfma/poi-17213-leveroffun>

The two levers that control the magma cannon are there. They have notes.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 28, 2009, 01:48:25 pm**

Thanks. Did someone move it? I don't remember it being there.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 28, 2009, 01:50:01 pm**

Oh, by the way your magma cannon sprung a leak the pumps were destroyed and the magma is now slowly infiltrating the base.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 28, 2009, 01:54:37 pm**

Problem averted. I emptied the cannon so it won't leak and I'll fix it when it empties out.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Kamrusepas** on **July 28, 2009, 02:35:53 pm**

[Quote from: ToonyMan on July 28, 2009, 01:50:01 pm](#)
Oh, by the way your magma cannon sprung a leak the pumps were destroyed and the magma is now slowly infiltrating the base.

The same happens to me, but it was like "Oh god, where the hell is this leak...too late...". but it was most likely caused due to my

screwing with pumps levers and the cannon itself.

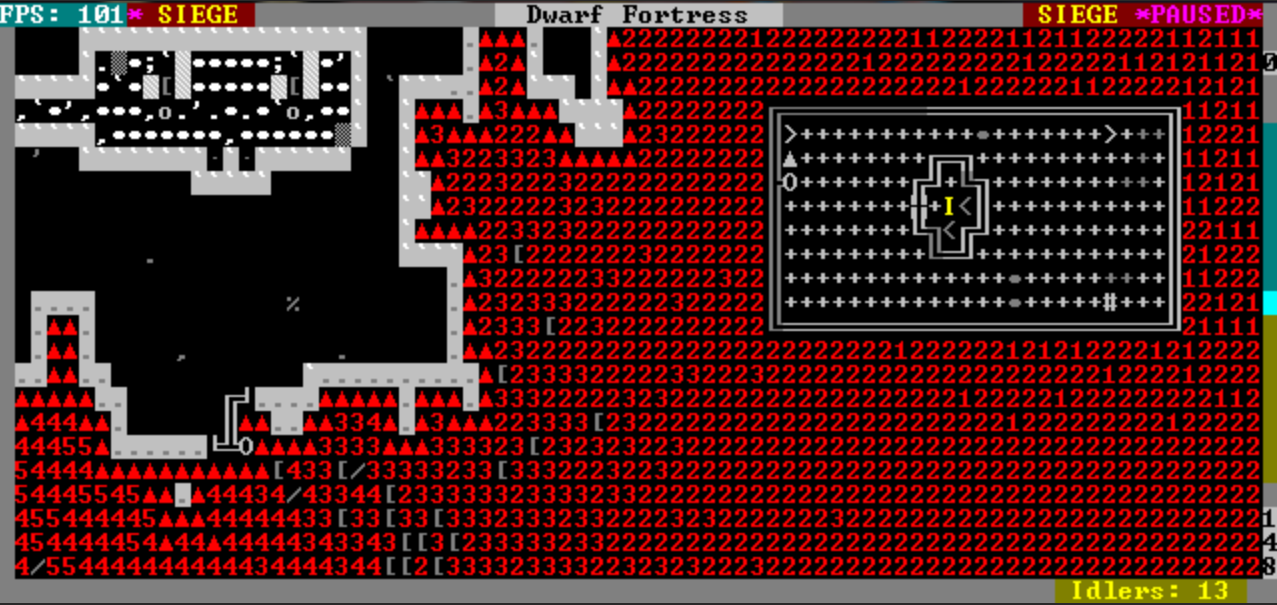
Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Maggarg - Eater of chicke** on **July 28, 2009, 02:41:43 pm**

What is this place. What monster was created in this thread.
I just read through the lot and it seems to have been in a state of constant Boatmurdered for 20 years.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 28, 2009, 02:46:49 pm**

Everything is going great except for the magma cannon problem. I don't know how to repair it so I jammed it shut.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 28, 2009, 03:02:00 pm**



Luckily, this will be gone soon.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **filiusenox** on **July 28, 2009, 03:05:11 pm**

.....

Thats what its like outside,all tha time?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 28, 2009, 03:05:57 pm**

Some of the time.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Kamrusepas** on **July 28, 2009, 03:36:50 pm**

Cant stop Laughing, Toony what the hell did you do?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 28, 2009, 03:39:21 pm**

I ain't did nothing! The pump most of broke or somethin'.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 28, 2009, 03:41:13 pm**

Quote from: ToonyMan on July 28, 2009, 03:39:21 pm
I ain't did nothing! The pump most of broke or somethin'.

i suspect it's the final act of the godking ryan and all the deceased DS's (cause its like kenny with them)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 28, 2009, 03:46:07 pm**

One dwarf went suicide in a magma pipe.

POPULATION: 75

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 28, 2009, 03:46:46 pm**

Quote from: ToonyMan on July 28, 2009, 03:46:07 pm
One dwarf went suicide in a magma pipe.

POPULATION: 75

did you record it like moi?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 28, 2009, 03:50:38 pm**

I fell asleep.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 28, 2009, 04:24:48 pm**

Quote from: ToonyMan on July 28, 2009, 03:50:38 pm

I fell asleep.

and you say you like coffee! :O lol ah well :~) so toony whats the low down of the turn besides map flood and a suicide

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 28, 2009, 04:26:25 pm**

Migrants.

I do not know how well they travel magma.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 28, 2009, 04:27:06 pm**

Quote from: ToonyMan on July 28, 2009, 04:26:25 pm

Migrants.

I do not know how well they travel magma.

maybe they're using an airship ???

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 28, 2009, 05:08:24 pm**

The Mayor got possessed. Nothing I can do, he wants shells and I have none.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Kamrusepas** on **July 28, 2009, 05:11:25 pm**

Quote from: ToonyMan on July 28, 2009, 05:08:24 pm

The Mayor got possessed. Nothing I can do, he wants shells and I have none.

Everything falls to hell on Toony's turn. Classicly funny (o_o)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 28, 2009, 05:13:07 pm**

Food production went up 500%!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 28, 2009, 05:13:24 pm**

Quote from: ToonyMan on July 28, 2009, 05:08:24 pm

The Mayor got possessed. Nothing I can do, he wants shells and I have none.

is my guy still alive? name: skal and i was the captain and i think hoardmaster

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 28, 2009, 05:15:06 pm**

Quote from: ToonyMan on July 28, 2009, 05:13:07 pm

Food production went up 500%!

yay now dorfs areb't in the hellish version of africa anymore just the hellish version of (please forgive me and i apologise to all americans) america :D minus the rampaging gangs and mcdonalds but with undead and orcs oh god the orcs thrown in :P

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 28, 2009, 05:17:20 pm**

Quote from: skaltum on July 28, 2009, 05:13:24 pm

Quote from: ToonyMan on July 28, 2009, 05:08:24 pm

The Mayor got possessed. Nothing I can do, he wants shells and I have none.

is my guy still alive? name: skal and i was the captain and i think hoardmaster

No one has died yet except for the suicider. Well, except the migrants. Magam stops them.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 28, 2009, 05:55:28 pm**

OK, so our food production went up 500% from 0, so... still 0. Meh. I could've done 1000%.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 28, 2009, 05:58:10 pm**

Whatever you say.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 28, 2009, 06:01:45 pm**

I'm feeling rather reminiscent about the pre-SG days.
Bright colorful days, having faith in humanity, life was beautiful.
Then one day it all changed. I remember it like it was yesterday...

Hey, I found a photo from that day.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 28, 2009, 06:02:31 pm**

No! NOT THE ROBOTS.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 28, 2009, 06:05:24 pm**

Hmm, speaking of memories. When I last had the save Buttercup was still alive, with four children. Is she still among the living?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 28, 2009, 06:06:25 pm**

She is alive, her eldest son "MISTER MAYOR". Will be not soon.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 28, 2009, 06:10:08 pm**

YOU BETTER NOT BE PLANNING HER MURDER, BITCH.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 28, 2009, 06:11:24 pm**

No never. All deaths are 100% natural here!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 28, 2009, 06:13:00 pm**

Ugh. The only fortress where murder is "a natural cause".

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Kamrusepas** on **July 28, 2009, 06:38:48 pm**

Quote from: ToonyMan on July 28, 2009, 03:02:00 pm



Random boredom post:

Should have recorded the "leak" with lordi's "Hard Rock Hallelujah" playing in the background (Eurovision 2007 version).

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 28, 2009, 06:40:19 pm**

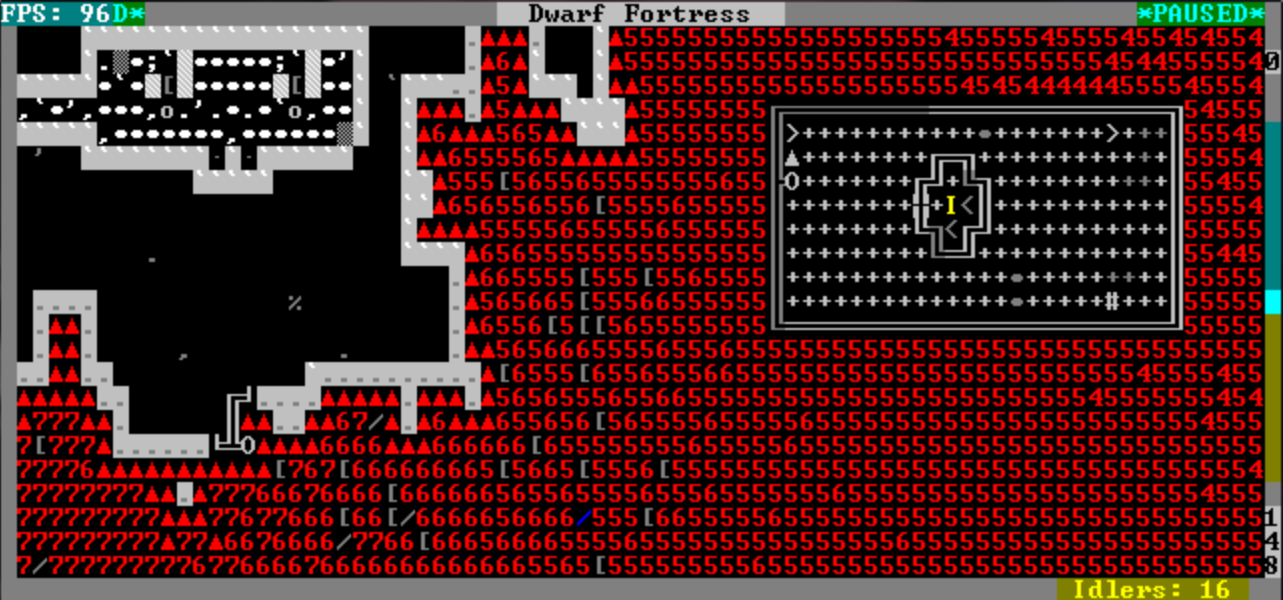
It got worse.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Kamrusepas** on **July 28, 2009, 06:42:45 pm**

How the hell did you make it worst? is that even possible...Screenshot!

Edit: Just losted 3 hunters on my personal fortress T_T made the news of "its gotten worst" much more tragic.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 28, 2009, 06:46:08 pm**



It's going into the realm of intentional now.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Kamrusepas** on **July 28, 2009, 06:47:48 pm**

...Grats ToonyMan, your the first person in dwarven history to stumble upon hell. that makes even boatmurdered look tame.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 28, 2009, 07:13:25 pm**

Quote from: Kamrusepas on July 28, 2009, 06:47:48 pm
...Grats ToonyMan, your the first person in dwarven history to stumble upon hell. that makes even boatmurdered look tame.

nah this merely makes boatmurdered untamed wilds. but if this keeps up it may make boatmurdered look benign

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 28, 2009, 07:41:38 pm**





Buttercup is badass.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Kamrusepas** on **July 28, 2009, 07:45:13 pm**

Buttercup is an emo on steroids? time to start brewing beer Toony...

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **filiusenoX** on **July 28, 2009, 07:47:57 pm**

Quote from: ToonyMan on July 28, 2009, 07:41:38 pm
Buttercup is badass.

This is the only fort in history,where the buttercups are badass

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 28, 2009, 07:48:12 pm**

SHE KILLED HER ELDEST SON WITH HER HANDS AND WALKED AWAY FEELIN' FINE.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **filiusenoX** on **July 28, 2009, 07:52:13 pm**

She actually took joy in slaughter and she was esastic

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 28, 2009, 07:54:24 pm**

I'm sorry, I don't read sentences that start with actually.

TOO BUSY FELLING FINE AFTER I KILL MY ELDEST SON LOOK AT PICTURES.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Kamrusepas** on **July 28, 2009, 08:11:18 pm**

Quote from: filiusenoX on July 28, 2009, 07:52:13 pm
She actually took joy in slaughter and she was esastic

Quote from: ToonyMan on July 28, 2009, 07:54:24 pm
I'm sorry, I don't read sentences that start with actually.

But it started with she?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **filiusenoX** on **July 28, 2009, 08:23:17 pm**

I edited.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Kamrusepas** on **July 28, 2009, 08:51:23 pm**

Quote from: filiusenoX on July 28, 2009, 08:23:17 pm
I edited.

<div>you failed me! how could you do this? T_T</div>
<div><div><div>Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]</div><div>Post by: filiusenox on July 28, 2009, 08:56:39 pm</div></div><div><div></div><div>You go up to the tp of your reply and there shoud be a thing that says modify click it. Now you can edit.</div></div></div>
<div><div><div>Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]</div><div>Post by: Kamrusepas on July 28, 2009, 09:20:17 pm</div></div><div><div></div><div>Sigh, wasnt asking how you can edit but how could you fail me. -_- meh its late, 6am; time to sleep.</div></div></div>
<div><div><div>Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]</div><div>Post by: Demonic Spoon on July 28, 2009, 11:39:03 pm</div></div><div><div></div><div>This is what I expect of you toonyman! Two thumbs up! Though did the magma cannon really malfunction? Whoops.</div></div></div>
<div><div><div>Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]</div><div>Post by: eerr on July 29, 2009, 12:44:08 am</div></div><div><div></div><div>did I miss the most epic sparkgear?</div></div></div>
<div><div><div>Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]</div><div>Post by: nahkh on July 29, 2009, 01:23:07 am</div></div><div><div></div><div>There's always next time.</div></div></div>
<div><div><div>Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]</div><div>Post by: nahkh on July 29, 2009, 09:33:14 am</div></div><div><div></div><div>So ToonyMan, updates please. You're killing us with suspense. And magma. Suspense and magma.</div></div></div>
<div><div><div>Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]</div><div>Post by: ToonyMan on July 29, 2009, 09:37:19 am</div></div><div><div></div><div>I made one half of the map magma, I don't have enough time so I won't be able to redirect the magma cannon at the north half this turn. If I get another turn I'll do that, so we would be on an island! It's been about a year since the start of my turn.</div></div></div>
<div><div></div><div>EDIT: Two deaths so far (the mayor and magma jumper), got migrants again so the population went up again to 80 something.</div></div>
<div><div><div>Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]</div><div>Post by: Demonic Spoon on July 29, 2009, 09:41:15 am</div></div><div><div></div><div>Survivor Magma Island! Who will walk away with a full set of artifact furniture and a lifetime supply of tower cap wood?</div></div></div>
<div><div><div>Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]</div><div>Post by: skaltum on July 29, 2009, 09:45:17 am</div></div><div><div></div><div><div>Quote from: Demonic Spoon on July 29, 2009, 09:41:15 am</div><div>Survivor Magma Island! Who will walk away with a full set of artifact furniture and a lifetime supply of tower cap wood?</div></div></div></div>
<div><div></div><div><div>small print. participation may result in: suidide, beserk, zombie attacks, decapitation, burning, more burning, booze explosions, tantrums, orcs, death,more orcs, magma leaks, imps, drowning, art defacement, sieges, and crushing.</div></div></div>
<div><div><div>Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]</div><div>Post by: ToonyMan on July 29, 2009, 09:48:16 am</div></div><div><div></div><div>Not really an island, but more like two giant magma lakes next to SparkGear. North and south.</div></div></div>
<div><div></div><div>Population: 87 (it went up about 10)</div></div>
<div><div></div><div>277 plants and 775 drinks.</div></div>
<div><div><div>Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]</div><div>Post by: ToonyMan on July 29, 2009, 09:51:53 am</div></div><div><div></div><div>Oh, and 1500 prepared meals just in case.</div></div></div>
<div><div><div>Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]</div><div>Post by: skaltum on July 29, 2009, 09:52:50 am</div></div><div><div></div><div><div>Quote from: ToonyMan on July 29, 2009, 09:51:53 am</div><div>Oh, and 1500 prepared meals just in case.</div></div></div></div>
<div><div></div><div>i think i made most of them during my turn ;D</div></div>
<div><div></div><div>we had WAAAAAY!! to much syrup and all that</div></div>
<div><div><div>Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]</div><div>Post by: ToonyMan on July 29, 2009, 09:55:59 am</div></div><div><div></div><div>We had no prepared meals when we started. We did have 1500 dwarven syrup though. ;D Thank you.</div></div></div>
<div><div></div><div>Give or take.</div></div>

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 29, 2009, 09:57:36 am**

Quote from: ToonyMan on July 29, 2009, 09:55:59 am
We had no prepared meals when we started. We did have 1500 dwarven syrup though. ;D Thank you.

O_O 1500?..... [insert absurdly long qoute with ! here]

what happened to all my food! :o

goddamm tantrums and fatty dwarves

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 29, 2009, 09:58:09 am**

I think maybe we had one happy meal when I started.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 29, 2009, 09:59:04 am**

Quote from: ToonyMan on July 29, 2009, 09:58:09 am
I think maybe we had one happy meal when I started.

hmmmpfff >:(

at least we had plenty of booze i hope

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 29, 2009, 10:00:09 am**

About 40.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 29, 2009, 10:02:33 am**

i hereby state that this fort is an acursed deathtrap!

how is the dwarven empire meant to flourish with no booze or cat tallow biscuits >:(

but at least we have magma ;D

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 29, 2009, 10:04:42 am**

You read time backwards. Food and booze is UP.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 29, 2009, 10:06:01 am**

Quote from: ToonyMan on July 29, 2009, 10:04:42 am
You read time backwards. Food and booze is UP.

i know. i was just actin like a pansy for a bit

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 29, 2009, 10:42:31 am**

SAVE: <http://dffd.wimbli.com/file.php?id=1273>

MAP: <http://www.mkv25.net/dfma/map-6560-sparkgear3>

Its been a year, I don't feel like waiting.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 29, 2009, 10:46:56 am**

I call first for next month! Also, we need raptors!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 29, 2009, 10:48:05 am**

ToonyMan: Surely you know that you aren't restricted to one year?

Barb: Sure thing.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 29, 2009, 10:52:09 am**

Is Rovod still alive? If so, he's the expedition leader.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 29, 2009, 10:53:23 am**

Quote from: nahkh on July 29, 2009, 10:48:05 am
ToonyMan: Surely you know that you aren't restricted to one year?
Barb: Sure thing.

Yeah, but I don't have enough time to mess with the magma cannon so why bother waiting.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 29, 2009, 10:54:57 am**

Barbarossa, want SG for yourself for the rest of this turn?

Guess I'll diddle with the turn a bit then.

I also tweaked the disclaimer a little.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 29, 2009, 11:17:09 am**

Damnit, I wanted to be first in the next SG!! Put me second then.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 29, 2009, 11:17:54 am**

Quote from: Demonic Spoon on July 29, 2009, 11:17:09 am

Damnit, I wanted to be first in the next SG!! Put me second then.

dibs 5th with SP4 ;D

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 29, 2009, 11:20:32 am**

Skaltum: Surely you mean SG4? But added.

DS: Added.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 29, 2009, 11:20:58 am**

I'll join SG4.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 29, 2009, 11:22:04 am**

Would that be the third?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 29, 2009, 11:23:23 am**

Sure.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 29, 2009, 11:25:26 am**

thanks nahkh :;) duno where SP came from :S i was thinking of spear poll. (an old fort)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 29, 2009, 12:36:07 pm**

The funny thing is we haven't even ever breached the HFS...nahkh, get on that ASAP.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 29, 2009, 12:37:09 pm**

Oh GODS no.

By the way, the new thread is up. We'll keep this going to the end regardless.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 29, 2009, 12:37:57 pm**

C'mon, since we're going to move on to a new fortress in any case, do it for old times sake, and the lulz.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 29, 2009, 12:41:57 pm**

And deprive the last players of their turns? Not for any number of lulz.

Plus I'm pretty busy expanding your cannon.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 29, 2009, 12:43:16 pm**

Really? Awesome.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 29, 2009, 01:05:39 pm**

Uh-oh. A mason has a fey mood.
And she has her baby boy with her.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 29, 2009, 01:11:01 pm**

Baby dwarf leather socks? And is hellchains gonna get updated anytime soon?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 29, 2009, 01:13:33 pm**

She'll go berserk and strangle her baby to death.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 29, 2009, 01:16:28 pm**

DS:
I've been sleeping ~4 hours a night for the past two weeks. Even writing the new SG thread intro was pain. I'll need to get a few nights of good sleep before I can write stuff.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 29, 2009, 01:28:09 pm**

Quote from: nahkh on July 29, 2009, 12:41:57 pm
expanding your cannon.

harharhar...

but seriously, is Rovod alive?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 29, 2009, 01:35:13 pm**

Not as far as I can tell.
There's one epic looking dwarf named Rovod. He's dead, by burning.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 29, 2009, 01:35:27 pm**

Kk, fit in that sleep man.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 29, 2009, 02:01:29 pm**

Aaah.

Well, at least the mason didn't go nuts.

Also, FFFFFFFF WHY IS DECONSTRUCTING SHIT SO SLOW?

Argh.
My project is delayed by having to remove old constructions by DS.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 29, 2009, 02:03:01 pm**

Yeah, deconstruction is a bitch.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 29, 2009, 02:06:57 pm**

This is when child labor comes into play!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 29, 2009, 02:09:08 pm**

The horrible thing is that he's 100% correct...

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 29, 2009, 02:48:21 pm**

What the hell is with all these dabbling mechanics? They take _forever_ to do anything! Who's responsible for this?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 29, 2009, 02:49:29 pm**

Not me. I only gave a few dwarves farming labor.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 29, 2009, 03:03:01 pm**

Well I fired the incompetent louts and finally got my only qualified engineer to do the work. Too bad he hasn't even seen alcohol in years. So, sloooow. The good news is that our new shiny magma cannon is nearly done.

Just needs some fine tuning before it can be called finished.

EDIT:

Ok, I'm not going to finish it.
I've included the very cryptic cannon operation manual in the save file.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Heron TSG** on **July 29, 2009, 06:51:06 pm**

Well, at least I made sure that only the best dwarves would continue past day one! I didn't let any sniveling mechanics live!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 30, 2009, 02:59:43 am**

Doesn't look like Samus is showing up. Turn up for grabs, with the same caveats as before.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 30, 2009, 04:58:27 am**

Quote from: nahkh on July 30, 2009, 02:59:43 am

Doesn't look like Samus is showing up. Turn up for grabs, with the same caveats as before.

oh gawd from what you've told us i think this would be a total pain in the **** for me >:(

give it to spoon again ;D

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 30, 2009, 07:12:55 am**

It's not too bad I guess. The workers are just slow for sobriety reasons.

Now, attention.

I've made a new thread for screenshots
and whatever depraved fanart
your black souls can summon up.
Help us make it a success;

go post your stuff there (<http://www.bay12games.com/forum/index.php?topic=39603.0>)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 30, 2009, 07:35:25 am**

so ummm which of us "named dwarves" are still alive?

EDIT: COD (cause of death) if you know please

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Samus1111111** on **July 30, 2009, 07:49:16 am**

sry about the late responce.....

was on vacation and just got back like 9 hrs. ago and went to bed immediately :P. I'll still take my turn if that's fine :)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 30, 2009, 07:50:23 am**

Sure. Try to finish the magma cannon I was building.

Oh yeah, I intended to collapse that support near the top to clear away excess floors.
You'll have to rebuild the floor at the bottom though.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 30, 2009, 07:57:00 am**

Double posting just for this.
I logged into the forums from my motherfucking new cell phone. Man this is so cool. I wonder if I can get DF to run on this thing :D

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 30, 2009, 07:57:50 am**

Not likely, supercomputers would have problems with df.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **forsaken1111** on **July 30, 2009, 07:59:05 am**

Quote from: nahkh on July 30, 2009, 07:57:00 am

Double posting just for this.
I logged into the forums from my motherfucking new cell phone. Man this is so cool. I wonder if I can get DF to run on this thing :D

No cellphone on the market could handle Dwarf Fortress, and none of them have an OS that will even run it.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 30, 2009, 08:02:04 am**

Quote from: forsaken1111 on July 30, 2009, 07:59:05 am

Quote from: nahkh on July 30, 2009, 07:57:00 am

Double posting just for this.
I logged into the forums from my motherfucking new cell phone. Man this is so cool. I wonder if I can get DF to run on this thing :D

No cellphone on the market could handle Dwarf Fortress, and none of them have an OS that will even run it.

and then there came slaves to armok III: dwarf fortress *Mobile* 8)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 30, 2009, 08:02:31 am**

You need BIG cellphone from the BIG 80's. That way since it is BIG the cellphone will somehow have more power.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 30, 2009, 08:03:14 am**

Genius!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 30, 2009, 08:04:22 am**

Or a bolt of lightning.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 30, 2009, 08:15:35 am**

Quote from: ToonyMan on July 30, 2009, 08:04:22 am

Or a bolt of lightning.

how about a personal kitten powered mini powerplant?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 30, 2009, 08:24:25 am**

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 30, 2009, 08:26:47 am**

Quote from: ToonyMan on July 30, 2009, 08:24:25 am

maybe he saw a SOF or maybe it's a future toady :P

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 30, 2009, 08:27:37 am**

Unsolved mysteries of the world.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 30, 2009, 08:39:46 am**

I could, theoretically, get DF to run on a linux server, then ssh -X to it with my cell.
Oh this is genius.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Samus1111111** on **July 30, 2009, 08:44:37 am**

actually, cancel that.....

today just got booked and I won't be able to do my turn :(. On the next guy (if there is one....)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 30, 2009, 08:52:34 am**

I claim turn!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 30, 2009, 08:53:35 am**

Quote from: Demonic Spoon on July 30, 2009, 08:52:34 am

I claim turn!

DS youv'e had so much of this fort you may as well claim it your own :-\

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 30, 2009, 08:55:01 am**

I haven't really changed much of it's basic structure though, all that was already completed when my turn mania came around. I intend to change that though...oh yes.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 30, 2009, 09:17:13 am**

Do you understand the cannon operational principles?
The z-1 floodgates aren't strictly necessary, if you don't pressurize the magma. And by that I mean DON'T FUCKING DO IT.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 30, 2009, 09:19:50 am**

Quote from: nahkh on July 30, 2009, 09:17:13 am
Do you understand the cannon operational principles?
The z-1 floodgates aren't strictly necessary, if you don't pressurize the magma. And by that I mean DON'T FUCKING DO IT.

crap now he is gona do it O_O

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 30, 2009, 09:21:19 am**

Not true.....it'll happen by accident or something blah blah. *ZVARRI!*

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **skaltum** on **July 30, 2009, 09:22:12 am**

i hereby dub SG3
SG the magma paradise :P

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 30, 2009, 09:22:30 am**

I sorta get the magma cannon nahkh.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 30, 2009, 09:26:18 am**

Make sure it doesn't leak again!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 30, 2009, 09:52:59 am**

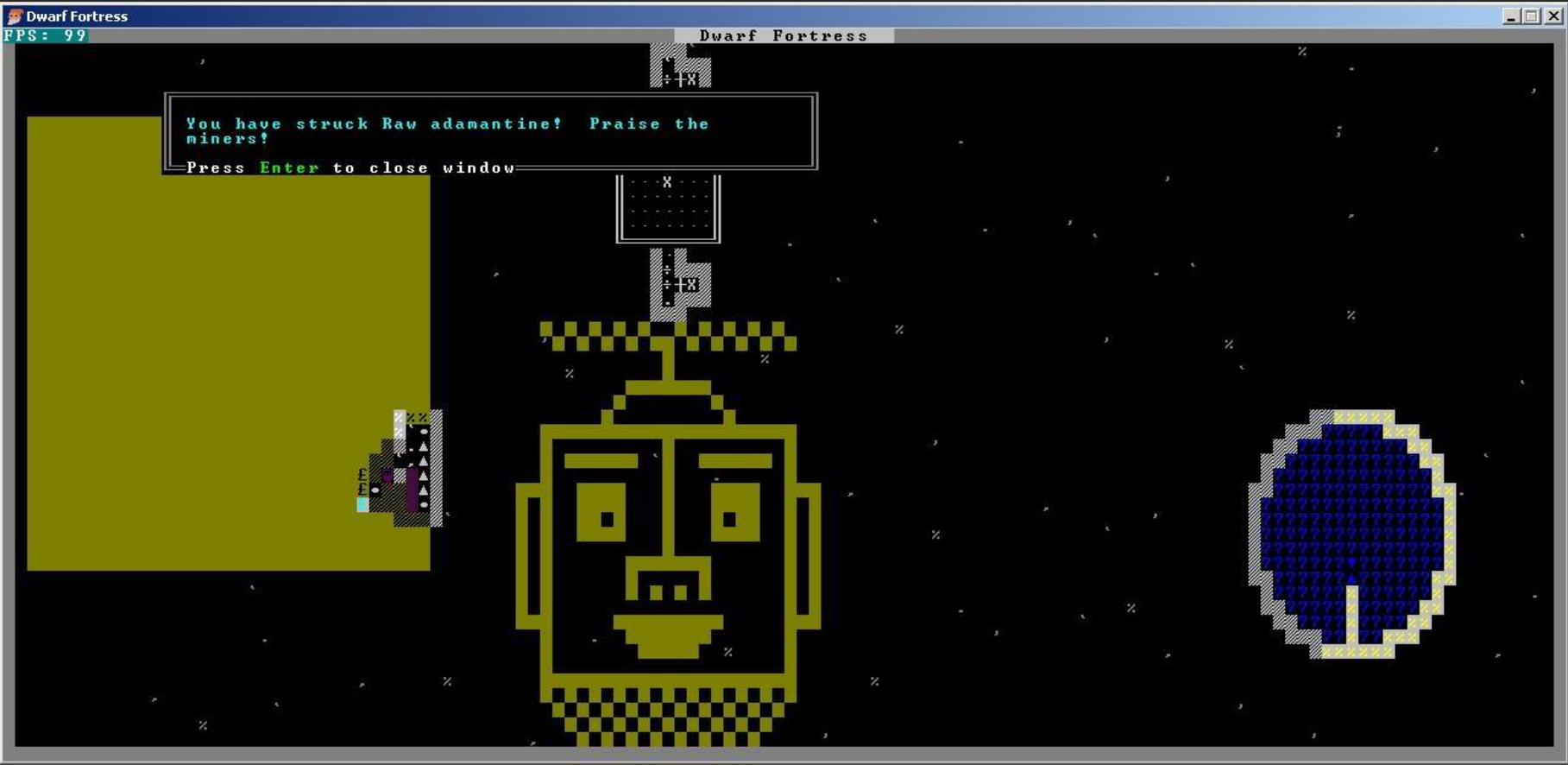
Gah! Just as they start finishing linking up the lever they go get a drink, or a snack or go take a nap...

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **nahkh** on **July 30, 2009, 11:01:31 am**

Yeah I noticed that. Sucks don't it.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **Demonic Spoon** on **July 30, 2009, 11:19:05 am**

We've struck adamantine!!...again.



Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [Sign up now]**
Post by: **ToonyMan** on **July 30, 2009, 11:20:09 am**

I want another turn here! I'm not sure if I can! Nice adamantine!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **skaltum** on **July 30, 2009, 11:38:10 am**

oh my this must be the pit level O_O

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **Demonic Spoon** on **July 30, 2009, 11:43:31 am**

No, I think it's one level down or something, also the adamantine veins are intersected with clusters of pitchblende, lol.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **skaltum** on **July 30, 2009, 11:45:42 am**

Quote from: Demonic Spoon on July 30, 2009, 11:43:31 am

No, I think it's one level down or something

shame demons can fly and SOF can throw fireballs

otherwise you could channel a hole into the pit and dig around the outside of the pit before doin the legendary move of caving in the pit.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **Demonic Spoon** on **July 30, 2009, 11:50:06 am**



We've struck adamantine...again, this is getting old :(

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **skaltum** on **July 30, 2009, 11:51:24 am**

and then mcurist or if my totally awesum dwarf is alive will become the new kind/queen ;D

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **Demonic Spoon** on **July 30, 2009, 11:52:46 am**

Sorry, it would appear that 'skal' mastermind is listed among the dead.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **skaltum** on **July 30, 2009, 11:53:46 am**

Quote from: Demonic Spoon on July 30, 2009, 11:52:46 am

Sorry, it would appear that 'skal' mastermind is listed among the dead.

BUT HOW!!!! :(

i guess it was either tantrum,orc,or magma

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **Demonic Spoon** on **July 30, 2009, 11:54:15 am**

You forget cave-ins and 'accidents'

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **skaltum** on **July 30, 2009, 11:55:33 am**

Quote from: Demonic Spoon on July 30, 2009, 11:54:15 am

You forget cave-ins and 'accidents'

seems like you know how i perished. do tell if you know.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **Demonic Spoon** on **July 30, 2009, 11:56:33 am**

No sorry, just happen to know how many dwarves have died so far, what with being responsible for many of those deaths.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **skaltum** on **July 30, 2009, 11:59:08 am**

Quote from: Demonic Spoon on July 30, 2009, 11:56:33 am

No sorry, just happen to know how many dwarves have died so far, what with being responsible for many of those deaths.

[MEH] ah well i "did" beat up several criminals during my turn. nothing serious though. just a bruise here and a recruits broken limb their.

DS i hope you perish very slowly in SG4 (i'll just name a random dying dwarf after you and laugh)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **Demonic Spoon** on **July 30, 2009, 12:01:23 pm**

Eh, it's happenend before, each one of my incarnations is sure to have many descendants, what with the high mortality rate in the DS family.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
 Post by: **skaltum** on **July 30, 2009, 12:02:34 pm**

i'll never forget how much i laughed about the masacre to rescue ryan who died anyway

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
 Post by: **Demonic Spoon** on **July 30, 2009, 12:05:15 pm**

We're getting close...I can feel it in my beard, dig harder my minions!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
 Post by: **skaltum** on **July 30, 2009, 12:05:41 pm**

Quote from: Demonic Spoon on July 30, 2009, 12:05:15 pm

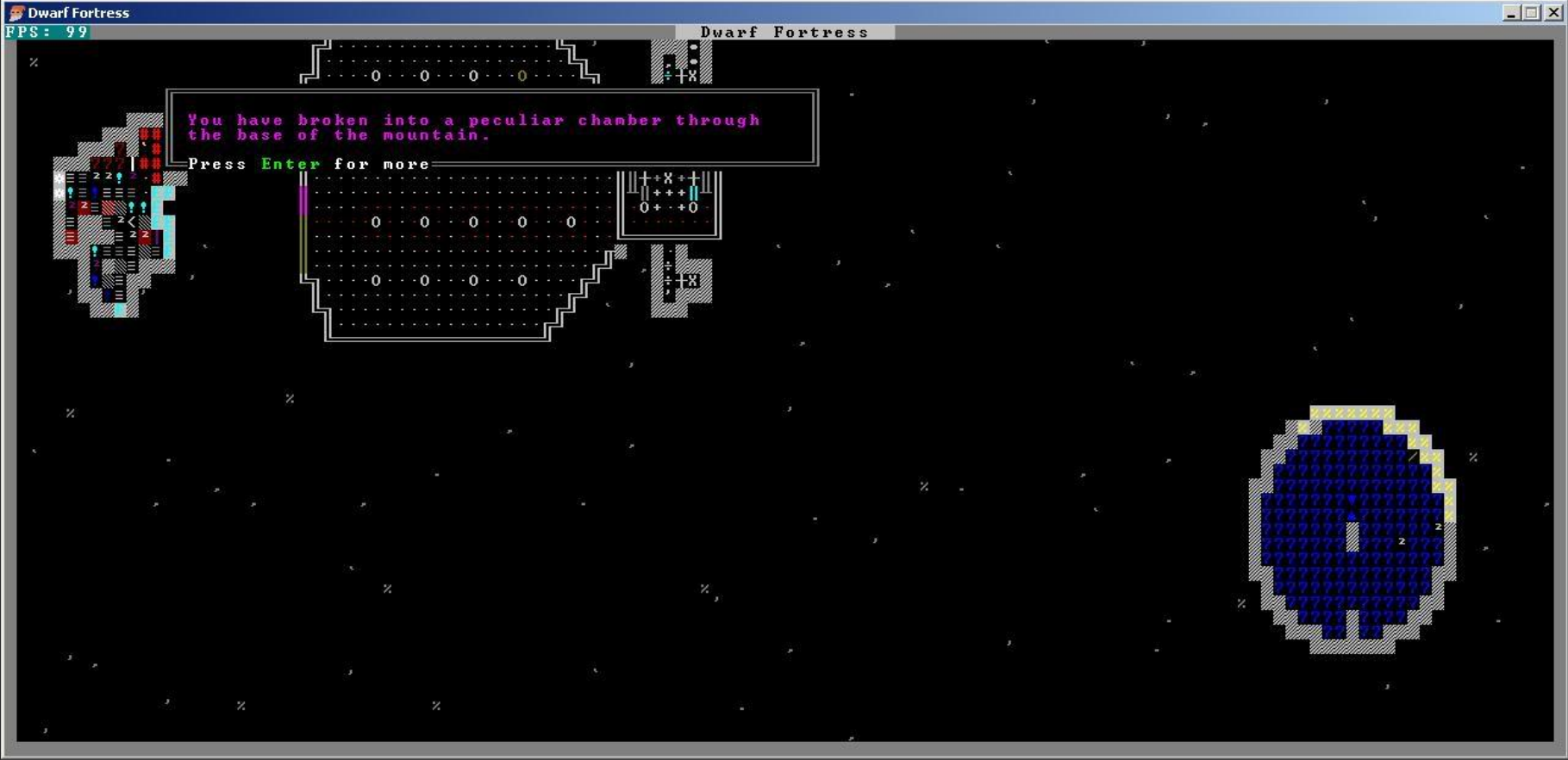
We're getting close...I can feel it in my beard, dig harder my minions!

pic n vid?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
 Post by: **Demonic Spoon** on **July 30, 2009, 12:09:59 pm**

As we carted of the precious blue metal I encouraged the lazy miners of the fortress to dig harder and faster, the motherload of adamantine was sure to close by. Even though many of them reported hearing screams of tortured souls I told them to stop smoking the plump helmets and get to digging!

It would appear that adamantine veins give not only the greatest of all metals but also free slaves! Awesome!



Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
 Post by: **skaltum** on **July 30, 2009, 12:11:05 pm**

spoon i belive you have ended the fort prematurely O_O

i hope your proud

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
 Post by: **ToonyMan** on **July 30, 2009, 12:11:38 pm**

Nah. It'll shrug off.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
 Post by: **Demonic Spoon** on **July 30, 2009, 12:12:08 pm**

Hah! Also I'm gonna do the only dwarven thing there is to do and zerg rush the demons.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
 Post by: **ToonyMan** on **July 30, 2009, 12:12:42 pm**

Nevermind, we're doomed. So I guess this is ending?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
 Post by: **skaltum** on **July 30, 2009, 12:12:53 pm**

belive it or not. i have NEVER delt with sof. it's always been tenticales and frog demons O_O

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
 Post by: **Demonic Spoon** on **July 30, 2009, 12:16:59 pm**

Hey, me neither :D.

Journal of Demonic Spoon the III, Year 34, third day of the week, the GRDM calendar.

Apparently the slaves already have owners, I have decided to mobilize the entire fortress into a militia force under Buttercup to deal with these hostiles.

EDIT: The discovery of the Demon Pits has brought my FPS to it's knees :(

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **skaltum** on **July 30, 2009, 12:20:34 pm**

Quote from: Demonic Spoon on July 30, 2009, 12:16:59 pm

Hey, me neither :D.

Journal of Demonic Spoon the III, Year 34, third day of the week, the GRDM calendar.

Apparently the slaves already have owners, I have decided to mobilize the entire fortress into a militia force under Buttercup to deal with these hostiles.

oh gawd i hope youv'e put blossom and bubbles in the squad

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **Demonic Spoon** on **July 30, 2009, 12:21:56 pm**

Alas, I couldn't find them anywhere.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **skaltum** on **July 30, 2009, 12:23:07 pm**

Quote from: Demonic Spoon on July 30, 2009, 12:21:56 pm

Alas, I couldn't find them anywhere.

thanks to the powa of renaming (aka possession) urist and urist2 change names :D

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **Demonic Spoon** on **July 30, 2009, 12:23:48 pm**

Nein, Buttercup does this one solo...well execpt for the army of civilian dwarves at her back.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **skaltum** on **July 30, 2009, 12:24:38 pm**

Quote from: Demonic Spoon on July 30, 2009, 12:23:48 pm

Nein, Buttercup does this one solo...well execpt for the army of civilian dwarves at her back.

THIS IS BUTTERCUPS WAR!!!

and kicks several demons into the pits

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **Demonic Spoon** on **July 30, 2009, 12:25:50 pm**

My FPS is hovering at the 2-5 range :(

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **skaltum** on **July 30, 2009, 12:27:30 pm**

Quote from: Demonic Spoon on July 30, 2009, 12:25:50 pm

My FPS is hovering at the 2-5 range :(

yeah i've noticed that FPS drops dramatically when the pit is opened

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **Demonic Spoon** on **July 30, 2009, 12:28:42 pm**

The frog demons are attacking! Where are you my civilian army?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **skaltum** on **July 30, 2009, 12:29:46 pm**

Quote from: Demonic Spoon on July 30, 2009, 12:28:42 pm

The frog demons are attacking! Where are you my civilian army?

RECORD IT MAAAAAAN!!!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **Demonic Spoon** on **July 30, 2009, 12:30:25 pm**

I am

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **nahkh** on **July 30, 2009, 12:51:31 pm**

No.
Fuck you.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **Demonic Spoon** on **July 30, 2009, 12:55:08 pm**

You have to admit, I have shown restraint, what with only releasing the HFS now.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **nahkh** on **July 30, 2009, 01:08:52 pm**

Keep that shit up and I'm booting you from SG.
Not every fortress must end in destruction.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **Demonic Spoon** on **July 30, 2009, 01:11:12 pm**

Aw... the fortress still lives though.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **Heron TSG** on **July 30, 2009, 01:14:56 pm**

Quote from: skaltum on July 30, 2009, 12:02:34 pm
i'll never forget how much i laughed about the masacre to rescue ryan who died anyway
Quote from: Demonic Spoon on July 30, 2009, 12:12:08 pm
Hah! Also I'm gonna do the only dwarven thing there is to do and zerg rush the demons.
See? My turn was DWARVEN! Just a tip though, try giving them picks or at least some form of equipment. ONE fort must make it!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **nahkh** on **July 30, 2009, 01:16:28 pm**

At the end of this turn it fucking better still be.
If it's unplayable, don't think I won't call revert just because there's only one turn left.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **ToonyMan** on **July 30, 2009, 01:50:57 pm**

What's the population? Last I checked it was 87.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **Demonic Spoon** on **July 30, 2009, 01:55:43 pm**

Part 1: <http://www.mkv25.net/dfma/movie-1562-demonattackpart1>
Part 2: <http://www.mkv25.net/dfma/movie-1563-demonattackpart2>
Part 3: <http://www.mkv25.net/dfma/movie-1564-demonattackpart3>

Most of the videos were too long and I'm too lazy to edit them.

Save: <http://dffd.wimbli.com/file.php?id=1281>

We live! What I did was neccesary, for the good of all dwarvenkind.

The population is 4.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **ToonyMan** on **July 30, 2009, 01:56:14 pm**

GOD DMAN NOOOOOOOOOO

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **Heron TSG** on **July 30, 2009, 02:09:54 pm**

Wait a second. You charged with DOUBLE the amount of dwarves I used, but didn't even win against half as many foes?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **skaltum** on **July 30, 2009, 02:11:31 pm**

demonic spoon the diabolical dwarf chuker

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **Heron TSG** on **July 30, 2009, 02:15:57 pm**

@Demonic Spoon - Next time, don't try to steal my plans from 30 days ago. None of them work.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **Demonic Spoon** on **July 30, 2009, 02:19:21 pm**

You think I am a mere imitator? There was no goal of rescuing anyone in mind!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **ToonyMan** on **July 30, 2009, 02:22:34 pm**

ZVARRI!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **skaltum** on **July 30, 2009, 02:23:58 pm**

Quote from: ToonyMan on July 30, 2009, 02:22:34 pm
ZVARRI!

care to explain? also DS how could you kill all but 4 dwarves which are likely to be mortally wounded AND tantruming

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **Demonic Spoon** on **July 30, 2009, 02:32:20 pm**

Only three of them are wounded. And the last one is at least content.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **skaltum** on **July 30, 2009, 02:35:21 pm**

but all shall perish :'(

poor buttercup

may her hardcore soul rest in hell

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **Skid** on **July 30, 2009, 02:35:45 pm**

And there's 40 million orcs and demons killing each other all over the fortress.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **Demonic Spoon** on **July 30, 2009, 02:38:06 pm**

Yup. Awesome isn't it?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **Heron TSG** on **July 30, 2009, 03:16:20 pm**

This is the way all fortresses SHOULD end.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **Kamrusepas** on **July 30, 2009, 03:16:49 pm**

Another epic ending to SparkGear, damn you Demonic Spoon damn you.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **ToonyMan** on **July 30, 2009, 03:17:41 pm**

Migrants are here!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **Kamrusepas** on **July 30, 2009, 03:18:18 pm**

Quote from: ToonyMan on July 30, 2009, 03:17:41 pm

Migrants are here!

Wow, just wow...

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **skaltum** on **July 30, 2009, 03:18:39 pm**

Quote from: Barbarossa the Seal God on July 30, 2009, 03:16:20 pm

This is the way all fortresses SHOULD end.

- i have lost 1 fort to demons
- 2 forts to water
- 1 fort to tantrums
- 1 fort to dehydration
- 1 fort to gobbos
- 3 forts to fire
- 1 fort to magma
- and 1 fort with all of the above only with orcs instead of gobbos

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **Kamrusepas** on **July 30, 2009, 03:20:46 pm**

All my forts end due to me getting bored, one almost ended due to water flooding.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **crash2455** on **July 30, 2009, 04:12:58 pm**

Quote from: skaltum on July 30, 2009, 02:23:58 pm

Quote from: ToonyMan on July 30, 2009, 02:22:34 pm

ZVARRI!

care to explain?

It's a reference to Phoenix Wright. The great "detective" Luke Atmey says it every time he proves a point, and occasionally for no reason whatsoever. It's his catchphrase, basically.

Also, that avatar suggests ToonyMan has just discovered the Japanese Tradition series (from the Sushi vid, I take it?).

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **ToonyMan** on **July 30, 2009, 04:27:38 pm**

I'm just using it, because Footkerchief is dissing my mother.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **nahkh** on **July 31, 2009, 03:22:11 am**

So, I guess it's up to FiliusenoX to decide if he wants to revert.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [End is nigh]**
Post by: **crash2455** on **July 31, 2009, 01:29:21 pm**

Or if he wants to even participate in the madness.

lol, split infinitives

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **Demonic Spoon** on **August 01, 2009, 02:50:47 am**

Hey cool, he didn't show up, thus my save is canon! Awesome!

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **nahkh** on **August 01, 2009, 04:05:42 am**

Ugh, since this is your fault I'm charging YOU, Demonic Spoon, with taking that save, making and gearing an adventurer, taking him to the fort location and uploading the save for public consumption.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **Demonic Spoon** on **August 01, 2009, 06:27:15 am**

Very well, after I'm done with these two succession game turns of mine.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **ArkDelgato** on **August 01, 2009, 08:06:49 am**

So, should I attempt to save the fort again?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **Demonic Spoon** on **August 01, 2009, 08:20:04 am**

Go right ahead, I'm predicting you'll fail.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **ArkDelgato** on **August 01, 2009, 08:22:52 am**

And I am predicting you will eat those words!

HA.
EAT THEM ALL.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **Demonic Spoon** on **August 01, 2009, 08:27:01 am**

We'll see...

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **ArkDelgato** on **August 01, 2009, 08:28:20 am**

We will see the words.

THAT YOU WILL EAT.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **Kamrusepas** on **August 01, 2009, 08:43:20 am**

Ark, if you are able to somehow save the fort then you shall be classified as Savior of the weak, God of the strong.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **Demonic Spoon** on **August 01, 2009, 12:12:23 pm**

I told you we should mod fire spirits in as playable adventurers nahkh...

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **Demonic Spoon** on **August 01, 2009, 12:28:43 pm**

Lol, exploring this fort as an adventurer is some scary shit...

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **ArkDelgato** on **August 01, 2009, 02:12:28 pm**

WHAT DID YOU DO.

WHAT THE HELL.

LIKE.

WHAT THE HELL.
SKID HAS NO ARMS.
Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER] Post by: ToonyMan on August 01, 2009, 02:41:52 pm
That's funny right there.
Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER] Post by: Demonic Spoon on August 01, 2009, 03:06:05 pm
Gah, had almost found the fortress with my party of human adventurers when I got a fatal error >:(
Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER] Post by: Samus1111111 on August 01, 2009, 03:24:07 pm
SG3 is cursed!!!!!! Ryan is haunting the deeps and destroys all adventurers that near his tomb!!!!
Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER] Post by: Heron TSG on August 01, 2009, 03:48:03 pm
No, Ryan has moved on to a much grander temple. It's just the sheer awesomeness of my charge against the orcs that is preventing people from entering.
Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER] Post by: Demonic Spoon on August 02, 2009, 03:48:52 am
Well Ark? How goes the doomed save the fortress project?
Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER] Post by: ArkDelgato on August 02, 2009, 01:10:05 pm
Quote from: ArkDelgato on August 01, 2009, 02:12:28 pm SKID HAS NO ARMS. Says it all.
Needless to say, The failure was swift and merciless.
Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER] Post by: Demonic Spoon on August 02, 2009, 01:40:16 pm
Who's eating their words now?
Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER] Post by: ArkDelgato on August 02, 2009, 01:58:57 pm
They are bitterly delicious. Like good coffee.
Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER] Post by: Demonic Spoon on August 02, 2009, 02:35:32 pm
Lol
Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER] Post by: skaltum on August 02, 2009, 02:43:01 pm
Quote from: Demonic Spoon on August 02, 2009, 02:35:32 pm Lol
All flee from the ruler that is
DEMONIC SPOON THE DESTROYER!
Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER] Post by: The13thRonin on August 08, 2009, 11:38:39 pm
I declare SparkGear 3 the best succession game I have ever (fucking ever, ever, ever) had the pleasure of reading... I laughed the whole way through... I shared many frustrations and I was even brought to tears by the brave charge of that dwarf that was killed right before the first time you beat the orcs back...
<div>Fucking BEST succession fortress EVERRR.</div>
Also the SparkGear gave me a number of ideas for DD V1.3... I'm not going to give it all away but lets just say that the next time you open the pits missing arms will be the least of your dwarves problems.
Title: Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER] Post by: Demonic Spoon on August 09, 2009, 12:59:35 am

We didn't just have missing arms, everyone was dead, except for three wounded poeple and one unharmed child, fomr the original 80+, I locked the child away in Ryan's temple as a fortress preserver with some food that was lying around. Also I really should get that adventurer save done.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **nil** on **August 09, 2009, 01:04:37 am**

Didn't the missing arms come from the *magmafall*?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **Demonic Spoon** on **August 09, 2009, 01:05:20 am**

I don't know?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **nahkh** on **August 09, 2009, 04:58:05 am**

I'm... uhh... honored I guess?

Thanks for everyone who played in SG3. You are all horrible players but it was hilarious.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **Heron TSG** on **August 09, 2009, 09:24:26 pm**

Quote from: The13thRonin on August 08, 2009, 11:38:39 pm

I was even brought to tears by the brave charge of that dwarf that was killed right before the first time you beat the orcs back...

You're welcome. Me too.

Quote from: Demonic Spoon on August 09, 2009, 12:59:35 am

I locked the child away in Ryan's temple as a fortress preserver with some food that was lying around.

That's why I stocked the basement of the temple.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **nahkh** on **August 09, 2009, 11:59:53 pm**

I think he's talking about that Buttercup's friend who wouldn't pull back no matter what I did.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **Heron TSG** on **August 10, 2009, 12:08:23 am**

He said first time the orcs were beaten back.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **The13thRonin** on **August 10, 2009, 12:33:24 am**

I also liked the part Buttercup brutally murdered her own son with her bare hands...

That Buttercup was bad-ass.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **nahkh** on **August 10, 2009, 01:00:56 am**

Saint Buttercup should have a place in the pantheon.

Also:

Quote

I shared many frustrations and I was even brought to tears by the brave charge of that dwarf that was killed right before the first time you beat the orcs back...

Quote

was killed right before the first time

Quote

right before

You were saying?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **Heron TSG** on **August 10, 2009, 01:09:02 am**

The only ones that died before that were the people dying from thirst and Ryan going BERSERK.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **nahkh** on **August 10, 2009, 01:11:20 am**

Quote

I shared many frustrations and I was even brought to tears by the brave charge of that dwarf that was killed right before the first time you beat the orcs back...

Quote

right before the first time you beat the orcs back...

Quote

beat the orcs back

I believe I was the first to beat the orcs back?

Well, hmm... I suppose that you technically beat them back, but getting all your dwarves slaughtered in the process kinda drops your karma quite a bit.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **The13thRonin** on **August 10, 2009, 06:36:32 am**

Quote from: nahkh on August 10, 2009, 01:11:20 am

Quote

I shared many frustrations and I was even brought to tears by the brave charge of that dwarf that was killed right before the first time you beat the orcs back...

Quote

right before the first time you beat the orcs back...

Quote

beat the orcs back

I believe I was the first to beat the orcs back?

Well, hmm... I suppose that you technically beat them back, but getting all your dwarves slaughtered in the process kinda drops your karma quite a bit.

I was referring to an episode that happened during nahkhs turn.

Barbarossa the Seal God I'm not sure if you can classify that as beating them back... If I recall a certain champion orc was throwing your dwarves like javelins hundreds of meters through the air right into the face of a cliff.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **Heron TSG** on **August 10, 2009, 08:36:32 am**

But then he got shot by three of his own crossboworcs repeatedly, killing him. It all worked out. ::)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **Demonic Spoon** on **August 23, 2009, 04:49:53 am**

Well the belated adventurer save, a foolish group of elves have ventured forth to Gearspark.

Save: <http://dff.d.wimbli.com/file.php?id=1371>

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **skaltum** on **August 24, 2009, 04:49:35 am**

Quote from: Demonic Spoon on August 23, 2009, 04:49:53 am

Well the belated adventurer save, a foolish group of elves have ventured forth to Gearspark.

Save: <http://dff.d.wimbli.com/file.php?id=1371>

DS's personal elven guards ??? anyways i hope the mechinisems and levers are still intact. so the cannon will live on. and beware the magma lake

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **Tyrael the Archangel** on **October 14, 2009, 01:54:45 am**

Can we still sign up? you caught me at "bloodiest history" ;)

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **nil** on **October 14, 2009, 02:20:35 am**

The current Sparkgear is here (<http://www.bay12games.com/forum/index.php?topic=42635.0>).

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **Tyrael the Archangel** on **October 14, 2009, 02:25:07 am**

Thanks, looks like i have a lot of catching up to do
;D

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **The Architect** on **October 25, 2009, 04:34:50 pm**

Sparkgear must not die. Is there a Sparkgear 4 in the works?

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **Heron TSG** on **October 25, 2009, 06:35:27 pm**

No, but number 7 is starting November first.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **The Architect** on **October 26, 2009, 06:25:12 am**

Looking forward to it. Glad I didn't read the whole thread; it could take days to go through 6 of them.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **nil** on **October 26, 2009, 11:46:05 am**

Quote from: The Architect on October 26, 2009, 06:25:12 am

Looking forward to it. Glad I didn't read the whole thread; it could take days to go through 6 of them.

Heh, each Sparkgear has it's own thread; Sparkgear 4 alone has 74 pages...

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **The Architect** on **October 27, 2009, 01:34:57 am**

Mind posting a link to 7 for me? If i can find one in search, I'll delete this post.

Title: **Re: SparkGear 3 - With A Vengeance [Now with Dig Deeper] [OVER]**
Post by: **Heron TSG** on **October 27, 2009, 07:53:51 am**

#7 won't be up until friday, at least.

Title: **SparkGear IV - A New Hope [OVER]**
Post by: **nahkh** on **July 29, 2009, 12:21:35 pm**

My friends, I come before you with grave news and a solemn beard.
'tis soon time to lay our beloved fortress SparkGear 3 to rest, as her time is nigh.
But do not despair! For whence the old perish the new is born.
An endless cycle of death, booze and rebirth,
from which all great things come
and to which they all must go.
But lo! All is not lost.
There is a new hope on the horizon,
a new hope for dwarvenkind,
the hope for a Mountainhome.

And that hope, my friends,
is us.



So, new month, new SparkGear.
To the uninitiated, SparkGear is a type of succession fortress where turns are measured in real time, not game time. Specifically, one turn is one twenty-four hour period. One day, as the elves say. Originally, there were no rules to speak of, but experience has shown us that some moderation is good. Here's an abridged list:

1. Don't get everyone killed.
If you intentionally screw the whole thing up, we will revert to the previous save and subsequently ignore you. Accidents happen, but no griefing. If you accidentally render the map unplayable (and our definition of unplayable is... kinda different) we'll still revert but there'll be no ill will towards you.
2. Labels.
For the love of Armok label your levers.
3. Don't leave stone behind.
This is a little disputed, but you should always strive to use all the stone you dig. This is simply to keep the FPS manageable to the end of the month. Think of the children.
4. Your turn, you're the boss.
I hate micromanagement. Preferably all I do in this fort is set up the save and keep the player list up to date. The person whose turn it is in charge. You decide if the previous save is unplayable, you decide if you want to wait for a late save, you decide if the dining room needs magma for atmosphere. Don't PM me about this crap.
That said, I'm in the habit of checking this thread like an OCD on amphetamine, so chances are I'll know what's going on anyway. I'll happily comment and give suggestions.

Everything else is optional. In-character logs of your turn are preferred, but not required. We have a bit of a history for copious off-game chatter. Pictures are required, since they're often fucking hilarious (check out SG3 if you don't believe me). Video is even better.

I do have a request, though.

Think big.

We're trying to build a mountainhome here. Make it impressive.
And be considerate when you build. Take care when placing stuff. Will your sweet new housing wing block off future construction in a bad way? For example, last fort someone build a sweet "mausoliam"

one level below our entrance, making it near impossible to build a drain for the excess magma spills from our magma cannon. Check the nearby areas, are there things that might need expanding later? Leave space for them then. And don't forget to check the Z-levels either.

Technicalities

We'll be running a df 40d[11,12,13] with Dig Deeper installed. I'll be providing a clean copy (<http://users.utu.fi/jypval/df/DF%20SparkGear%20Edition.7z>) for you to use, just so we can avoid any problems. The prepackaged folder contains 40d13 with DD installed. Plus some settings were tweaked. The initial save can be four here (<http://users.utu.fi/jypval/df/SparkGear4.zip>)

A note on Dig Deeper:

It's a df mod that expands on the standard gameplay in many ways, the most notable being it makes shit harder. More monsters, countless numbers of orcs (who will fuck you up, by the way), and as a new addition it makes farming harder. You'll need a lot more farms to feed your dwarves now. Just a warning.

The turns switch at midnight my local time. Makes my job easier. My local time happens to be +2 GMT, which means that turns switch at 22:00 GMT. Learn it, and learn it well. There are plenty of GMT converters on the intartubes, so you don't have an excuse. If you're late with the save, it's hammertime baby. You can use the dwarf fortress file depot (<http://dffd.wimbli.com/>) or any other hosting site (rapidshare, mediafire, megaupload, whatever). You can even pass the save directly from player to player if needed (though not recommended).

This here will be the official player list. The game will run through August, thus making your turn number double as the date. Only the first two weeks are up for reservation, the third week will be opened on the 8th and the fourth week on the 15th.

Date	Player	Notable achievements
Pre	Nahkh	Genned the world, selected site.
1.	Barbarossa the Seal God	Everyone died. The end. Reclaimed, nearly everyone died.
2.	Demonic Spoon	Pop growth, rebuilt the fort, was later revealed to have caused war with humans.
3.	ToonyMan	Skipped due to lightning
4.	Kamrusepas	Skipped due to stability issues
4.5	abculatter_2	(poorly) Designed and built the MDS
5.	Skaltum	Tested the MDS, got economy.
6.	nil	Is currently sieged by humans. Greatly improved the fort, built slums.
7.	abculatter_2	Many strange and wonderful things, then failed to upload the save. Skipped
8.	Tarquinius	Catacomb and labyrinth, started the tower
9.	Danneh	Dunno
10.	Neyvn	Added archery ranges and a new food stockpile
11.	wilsonns	Made a shopping district
12.	Samus1111111	Skipped
13.	Skid	Skipped
14.	crash2455	Dunno
15.	Demonic Spoon	Prepared stuff for the king, built the Tower of Armok
16.	Solarn	Dunno
17.	Barbarossa the Seal God	Built some towers and a bunker. Maybe started a tantrum spiral
18.	Nahkh	Too busy in Prague to care.
19.	nil	-
20.	Blast	-
21.	Errol	-
22.	Neyvn	-
23.	The13thRonin	-
24.	ArkDelgato	-
25.	ToonyMan	-
26.	Vieto	-
27.	Aldaris	-
28.	Samus1111111	-
29.	ajar	-
30.	Open	-

Here's the current hall of shame for SG regulars:
Skaltum - Heretic

People who aren't shit:
ArkDelgato - Saved SG3 from Certain Destruction.
nil - All around good player.
The13thRonin - Made Dig Deeper. Kudos for that.
and on trial status: Demonic Spoon - Viceroy while I'm gone (which has been a lot lately)

(These are not comprehensive lists yet, I've only just now started collecting them. If you want to nominate a fellow player, do so **here** (<http://www.bay12games.com/forum/index.php?topic=39603.0>))

Finally, here's a quick rundown of the previous fortresses.

SparkGear 1 (<http://www.bay12games.com/forum/index.php?topic=35238.0>), the original. Grandiose art, bumbling idiots, kitchens made of uranium, defacement of said art, et cetera. The fort ended for lack of challenge and FPS problems. We had dealt with HFS of course.

SparkGear 2 (<http://www.bay12games.com/forum/index.php?topic=36550.0>). Now this was a piece of work. Tantrum spirals, insane megaprojects, mass executions, the works. At the time it seemed like nothing could top this trainwreck, but oh boy were we wrong. It did end rather spectacularly, in fire and blood. Never again will dwarves attempt space flight.

SparkGear 3 (<http://www.bay12games.com/forum/index.php?topic=37940.0>), The greatest, most epic fortress of them all. If you're going to read about only one of the SGs, read this one. For it is wonderful. This was the first fortress that used the DD mod, and boy did we feel it. The fort was pretty much under constant siege by orcs, goblins and zombie wyverns for TWENTY YEARS STRAIGHT. Oh gods how many dwarves did we bury. I don't even know. The numbers were nearly two hundred dead and eighty living near the end. We had a magma cannon. We had massive, luxurious dining halls. We had power stations. We had half-finished, forgotten projects everywhere, levers littering the corridors. It can't be described. READ THE THREAD. It'll do you good.

Now, how about some

fucking SparkGear?

<div>Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]</div> <div>Post by: Demonic Spoon on July 29, 2009, 12:27:00 pm</div>
<div>Where's the rundown? Added I see, hehe, I'm gonna be remembered forever for the Sparkgear Space Program.</div>
<div>Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]</div> <div>Post by: nahkh on July 29, 2009, 12:33:28 pm</div>
<div>Ehhem. Hit post instead of preview.</div>
<div>Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]</div> <div>Post by: ToonyMan on July 29, 2009, 12:45:09 pm</div>
<div>If there's magma I'm doing another magma lake.</div> <div>WAIT, OF COURSE THERE"S MAGAM.</div>
<div>Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]</div> <div>Post by: nahkh on July 29, 2009, 12:50:22 pm</div>
<div>Yeah, magma is more fun than hidden fun stuff.</div>
<div>Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]</div> <div>Post by: ToonyMan on July 29, 2009, 12:51:10 pm</div>
<div>Bring alot of miners and mechanics.</div>
<div>Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]</div> <div>Post by: skaltum on July 29, 2009, 12:54:16 pm</div>
<div>Quote from: ToonyMan on July 29, 2009, 12:45:09 pm</div> <div>If there's magma I'm doing another magma lake.</div> <div>WAIT, OF COURSE THERE"S MAGAM.</div>

i suppose you meant MAGMA	
Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF] Post by: ToonyMan on July 29, 2009, 01:06:37 pm	
Don't point your flaws out.	
Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF] Post by: Demonic Spoon on July 29, 2009, 01:10:33 pm	
I'm suspecting he spells it like that on purpose, since he also did it on hte map he uploaded and if I remember correctly in Speargroove.	
Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF] Post by: Kamrusepas on July 29, 2009, 01:12:06 pm	
Could I get 4th? so hopefully this time I wont fail...	
Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF] Post by: Demonic Spoon on July 29, 2009, 01:15:39 pm	
As long as you just fail enough to make it interesting and funny it's all good, heck Sparkgear 3 was named the fortress of failures.	
Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF] Post by: Kamrusepas on July 29, 2009, 01:17:13 pm	
<div>Quote from: Demonic Spoon on July 29, 2009, 01:15:39 pm</div> <div>As long as you just fail enough to make it interesting and funny it's all good, heck Sparkgear 3 was named the fortress of failures.</div>	
Im talking about starting my turn with 4 ambushes and 2 seiges not even giving me time to close the gates before half the dwarfs are dead.	
or flooding the world (much like toonyman did) on accident.	
Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF] Post by: nahkh on July 29, 2009, 01:25:11 pm	
Yeah, accident.	
Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF] Post by: Heron TSG on July 29, 2009, 01:32:34 pm	
Ze first day of this month shall be more grandiose than ze last, although less hilarious!	
Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF] Post by: ToonyMan on July 29, 2009, 01:36:09 pm	
<div>Quote from: nahkh on July 29, 2009, 01:25:11 pm</div> <div>Yeah, accident.</div>	
It was only a little intentional.	
Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF] Post by: Demonic Spoon on July 29, 2009, 01:36:35 pm	
Mmm, I'm going to have to pull off something big to overshadow barborassa's turn...	
Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF] Post by: skaltum on July 29, 2009, 01:38:35 pm	
<div>Quote from: Demonic Spoon on July 29, 2009, 01:36:35 pm</div> <div>Mmm, I'm going to have to pull off something big to overshadow barborassa's turn...</div>	
return of the space project perhaps?	
Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF] Post by: ToonyMan on July 29, 2009, 01:39:10 pm	
Magma island! MAGMA ISLAND MAGMA ISLAND. Make lots of pumps.	
Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF] Post by: Demonic Spoon on July 29, 2009, 01:40:22 pm	
<div>Quote from: skaltum on July 29, 2009, 01:38:35 pm</div> <div>Quote from: Demonic Spoon on July 29, 2009, 01:36:35 pm</div> <div>Mmm, I'm going to have to pull off something big to overshadow barborassa's turn...</div>	
return of the space project perhaps?	
Lol, there's been so many poeple expecting that it wouldn't be a suprise. That's why I'll have to wait until everyone has forgotton about it and then pull it out, for now we've gotta do something unexpected see?	
Good idea Toonyman :D	
Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF] Post by: skaltum on July 29, 2009, 01:40:47 pm	
<div>Quote from: ToonyMan on July 29, 2009, 01:39:10 pm</div>	

Magma island! MAGMA ISLAND MAGMA ISLAND. Make lots of pumps.
gaint volcano :P
perhaps
<div>Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]</div> <div>Post by: Kamrusepas on July 29, 2009, 01:44:31 pm</div>
Kinda worried now, my turns after theses 3 people...im screwed -_-
<div>Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]</div> <div>Post by: skaltum on July 29, 2009, 01:45:38 pm</div>
<div>Quote from: Kamrusepas on July 29, 2009, 01:44:31 pm</div> <div>Kinda worried now, my turns after theses 3 people...im screwed -_-</div>
nah just in for a whole lot of FUN! ;D
<div>Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]</div> <div>Post by: Demonic Spoon on July 29, 2009, 01:47:16 pm</div>
Lol, I felt the same way kamru: http://www.bay12games.com/forum/index.php?topic=37940.msg630560#msg630560 He sacrificed our entire population to save ONE dwarf...and failed to do even that.
<div>Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]</div> <div>Post by: nil on July 29, 2009, 02:01:56 pm</div>
dammit was hoping to get one of the first turns on this one oh well I'll take the first available
<div>Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]</div> <div>Post by: nahkh on July 29, 2009, 02:25:30 pm</div>
Too bad nil, but at least I have someone dependable fixing up after them.
<div>Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]</div> <div>Post by: ToonyMan on July 29, 2009, 02:31:13 pm</div>
I think that was a complement.
<div>Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]</div> <div>Post by: Kamrusepas on July 29, 2009, 02:38:38 pm</div>
<div>Quote from: ToonyMan on July 29, 2009, 02:31:13 pm</div> <div>I think that was a complement.</div>
Not to us, must have been directed towards Skaltum.
<div>Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]</div> <div>Post by: Tarquinius on July 29, 2009, 04:15:02 pm</div>
I'll take the eighth, please. Hopefully, there wouldn't be too much of a mess for me to try and fix.
<div>Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]</div> <div>Post by: abculatter_2 on July 29, 2009, 05:00:26 pm</div>
I'll take the first available turn please.
<div>Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]</div> <div>Post by: nahkh on July 29, 2009, 05:26:20 pm</div>
Tarquinius: Added abculatter_2: Added, that'll be on the 7th.
<div>Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]</div> <div>Post by: crash2455 on July 29, 2009, 11:25:20 pm</div>
I'll take the 14th. Also, I lawled at the title. Unfortunately, you're gonna start running out of movies soon. The next one will have to be Sparkgear Balboa or something.
<div>Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]</div> <div>Post by: nahkh on July 30, 2009, 12:45:00 am</div>
I can always start naming them after the wheel of time books. Added.
<div>Title: Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]</div> <div>Post by: Danneh on July 30, 2009, 02:22:07 am</div>
I've got to get in on this action. Sign me up for as soon as possible.

Title: **Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]**
Post by: **nahkh** on **July 30, 2009, 02:54:45 am**

Added. The ninth.

Title: **Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]**
Post by: **wilsonns** on **July 30, 2009, 06:24:06 am**

I want to rock in this fortress too!
I'll be the 11th

Title: **Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]**
Post by: **nahkh** on **July 30, 2009, 06:41:56 am**

Added. Three seats left for the first two weeks.

Title: **Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]**
Post by: **zarmazarma** on **July 30, 2009, 06:53:18 am**

I'd join but I've never gotten past the first invasion of orcs- Lessons learned: 1. Orcs don't care about stone fall traps.

Title: **Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]**
Post by: **nahkh** on **July 30, 2009, 07:01:00 am**

By then we'll have adequate defenses. Hell, I'll build them myself.

Title: **Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]**
Post by: **skaltum** on **July 30, 2009, 07:02:00 am**

Quote from: nahkh on July 30, 2009, 07:01:00 am
By then we'll have adequate defenses. Hell, I'll build them myself.

just add magma

Title: **Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]**
Post by: **nahkh** on **July 30, 2009, 07:09:33 am**

I was thinking a GCS pit, but that works too.

Title: **Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]**
Post by: **Neyvn** on **July 30, 2009, 07:21:39 am**

Can I get in on this???
I would love to join in on a Sparkgear Fort...

Title: **Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]**
Post by: **ToonyMan** on **July 30, 2009, 07:22:43 am**

Zvarri! The more is welcome.

Title: **Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]**
Post by: **skaltum** on **July 30, 2009, 07:30:49 am**

Quote from: nahkh on July 30, 2009, 07:09:33 am
I was thinking a GCS pit, but that works too.

one thing i did for the rivercross challenge that i did was place bridges over channels i dug on the enterance path and linked them to pressure plates so that when the gobbos came they fell into a chamber with a bridge in facing upwards towards the river. needless to say it was similiar to the SG2 space project but with *MUCH* less dwarven death. oh and it kept the carp fed too.

Title: **Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]**
Post by: **nahkh** on **July 30, 2009, 07:49:19 am**

Neyvn: Added. The tenth.

Title: **Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]**
Post by: **Demonic Spoon** on **July 30, 2009, 07:59:02 am**

Quote from: nahkh on July 30, 2009, 12:45:00 am
I can always start naming them after the wheel of time books.

You'll never run out of titles then...

Title: **Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]**
Post by: **Neyvn** on **July 30, 2009, 08:12:33 am**

Excellent.
What are the plans so far. Do we have a site yet???

Title: **Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]**
Post by: **nahkh** on **July 30, 2009, 08:38:37 am**

I'll be gennit it either today or tomorrow.
I'm going for a site with magma, hfs, chasm/pit and underground water. Hopefully with as sheer a cliff as possible, and as evil as possible. You know, the standard.

Title: **Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]**
Post by: **Samus1111111** on **July 30, 2009, 08:45:21 am**

I'll take the 12th :D

time for dwarven destruction :P

Title: **Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]**
Post by: **Heron TSG** on **July 30, 2009, 12:50:58 pm**

You should rename this topic to God Emperor of SparkGear, as "God emperor of Dune" is the 4th book in the dune series, and it would be many, MANY times more appropriate.

Title: **Re: SparkGear IV - A New Hope [PRE-START SIGNUP AND STUFF]**
Post by: **Skid** on **July 30, 2009, 02:11:56 pm**

I want the 13th.

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **Ignem** on **July 30, 2009, 06:22:29 pm**

As a loyal SparkGearian lurker I hope on HEAVY use of DFMA with lots of PoIs to look at!

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **wilsonns** on **July 31, 2009, 02:07:06 am**

we should start some megaproject
a under-water glass dome(or under-magma bauxite dome) or something like this

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **abculatter_2** on **July 31, 2009, 02:18:54 am**

Quote from: wilsonns on July 31, 2009, 02:07:06 am

we should start some megaproject
a under-water glass dome(or under-magma bauxite dome) or something like this

Why Bauxite? Glass sounds better.

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **crash2455** on **July 31, 2009, 02:34:16 am**

Is there even water to be under?

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **eerr** on **July 31, 2009, 02:48:30 am**

I request the next open spot, to build my crowning achievement megaproject!

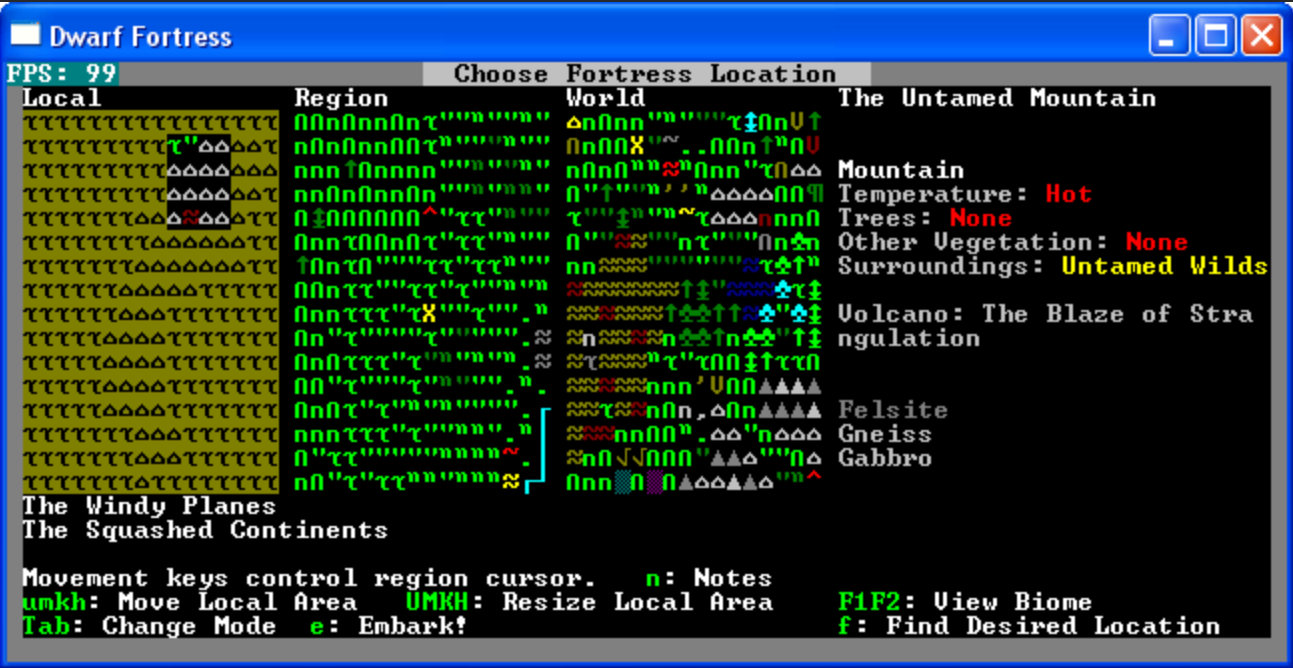
Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **nahkh** on **July 31, 2009, 03:08:42 am**

Sorry eerr, I'm not taking reservations for the later turns. Next batch of signups will take place on August 8th, not before.

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **nahkh** on **July 31, 2009, 01:22:24 pm**

I've genned the site, and am working on it. Hopefully I won't be starving the dwarves.

Here's the map:



Untamed wilds, magma, chasm, underground water, HFS. All civs as neighbors.

As usual, I'm beginning it with ridiculous amounts of terrain-altering. Ooh hey, Realgar.

Let's build us a mountainhome, lads.

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **ToonyMan** on **July 31, 2009, 01:23:47 pm**

Build the fort ontop of the mountain or else.

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **nahkh** on **July 31, 2009, 02:29:21 pm**

Scratch that. That map sucks.

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **ToonyMan** on **July 31, 2009, 02:31:01 pm**

Quote from: ToonyMan on July 31, 2009, 01:23:47 pm
Build the fort ontop of **A** mountain or else.

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **Heron TSG** on **July 31, 2009, 03:17:12 pm**

We need more than one magma pipe.

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **ToonyMan** on **July 31, 2009, 03:30:35 pm**

Three.

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **nahkh** on **July 31, 2009, 03:32:21 pm**

Too bad, the site I picked only has one.

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **nahkh** on **July 31, 2009, 03:40:24 pm**

Oh. My. Fucking. God.

This site.

This... site...

I'm going to make no further comments, and load up the initial save.
Barbarossa, you get a the very first year. No prepping from me this time around.
I picked plenty of food and drinks, but left out the anvil. The skills are pretty well balanced, although I regret not getting a dedicated fighter.

My advice.... Get underground. IMMEDIATELY. Don't move your stuff just fucking dig. Dig like there's no tomorrow.

Here's the link to the modded game folder, containing the initial save.
clicky (<http://users.utu.fi/jypval/df/DF%20SparkGear%20Edition.7z>)

May Armok have mercy on you.

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **ToonyMan** on **July 31, 2009, 03:48:53 pm**

What? What? NOOOOOOOOOOOOOOOOO.

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **nahkh** on **July 31, 2009, 03:58:04 pm**

Ix-nay on the see-es-gay.

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **Heron TSG** on **July 31, 2009, 04:01:06 pm**

I'm going to start early, in order to prepare the world for the wrath of the Godking. TREMBLE, MORTALS, AND DESPAAAAIIIR!!!

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **abculatter_2** on **July 31, 2009, 04:01:18 pm**

Can someone convert that to .zip?

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **Heron TSG** on **July 31, 2009, 04:03:25 pm**

or a .rar?

I can't open .7z's.

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **ToonyMan** on **July 31, 2009, 04:05:15 pm**

USE 7ZIP EVERYBODY DOES IT.

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **nil** on **July 31, 2009, 04:05:42 pm**

Quote from: abculatter_2 on July 31, 2009, 04:01:18 pm
Can someone convert that to .zip?

Or just put up some pictures or something. Some of us ain't never heard of this 7z format, and are also threatened by change.

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **abculatter_2** on **July 31, 2009, 04:07:07 pm**

Quote from: ToonyMan on July 31, 2009, 04:05:15 pm
USE 7ZIP EVERYBODY DOES IT.

Last I heard Winrar was the program of choice.

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **ToonyMan** on **July 31, 2009, 04:08:21 pm**

Nope, 7zip does everything.

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **nahkh** on **July 31, 2009, 04:10:58 pm**

7zip is better than zip or rar. But sure. If zip is your preference, then here (<http://users.utu.fi/jypval/df/DF%20SparkGear%20Edition.zip>)

Also, the file I previously uploaded was corrupt, just fixed it.

I mean damn, the 7z-version is 11 megs, the rar is 12 megs and the zip is 13 megs. Which one do we use? Well zip duh.

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **ToonyMan** on **July 31, 2009, 04:13:45 pm**

Unless we use the ultra super doober x100 compression. The file size would be about 10 kb.

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **Heron TSG** on **July 31, 2009, 04:14:47 pm**

@ Nahkh - the more common one

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **nahkh** on **July 31, 2009, 04:20:49 pm**

Actually, no it wouldn't. Even compression algorithms have limits. Don't believe me? Repeatedly pack the same zip over and over again and see how the size changes.

Barbarossa, did you get the folder?

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **Heron TSG** on **July 31, 2009, 04:21:57 pm**

aye. downloading as I type.

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **ToonyMan** on **July 31, 2009, 04:22:12 pm**

You weren't talking to me. ;D

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **nil** on **July 31, 2009, 04:23:48 pm**

ha nice site dude

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **nahkh** on **July 31, 2009, 04:24:55 pm**

"Yes, this looks like a good place to settle. What could go wrong?"

EDIT:
Waiting for :reactionface: from Barb.

EDIT EDIT:
nil: Yeah that's what I thought.

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **Heron TSG** on **July 31, 2009, 04:38:41 pm**

I love the site, but every time I load the save you gave me, everyone dies within three seconds.

Can I pick a new one?

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **nahkh** on **July 31, 2009, 04:42:46 pm**

Meh, I was supposed to go to sleep but give me an hour. I'll get your precious dwarves inside.

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **nahkh** on **July 31, 2009, 04:44:28 pm**

.....
I uploaded the wrong save.
That's why everyone keeps dying.

FFFFFF

Hokay, I'll fix this.

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **ToonyMan** on **July 31, 2009, 04:44:56 pm**

Muahahah. Too bad the mountain doesn't have all open sides around it. Too bad, I'm going to fix that. Can we mod the raws for a bit?

We as in I.

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **nahkh** on **July 31, 2009, 04:50:01 pm**

No modding the raws please.
Also, here (<http://users.utu.fi/jypval/df/SparkGear4.zip>) is the proper save, plus I made it safer to start digging. Godspeed.

EDIT:
Don't forget to tell us when you start.

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **zarmazarma** on **July 31, 2009, 04:56:51 pm**

I'm going to try it out lol.

Edit: Alright, so I started, and I have to say- DEAR GOD.

But are those trees I see? Tsk tsk. What is the meaning of this? At least it's guarded by an army of ant men and alike.

Title: **Re: SparkGear IV - A New Hope [PRE-START STUFF | next signup on August 8th]**
Post by: **Heron TSG** on **July 31, 2009, 05:01:32 pm**

I'll be starting in a bit, after weedwhacking. I'll just be scouting the site today.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **zarmazarma** on **July 31, 2009, 05:05:15 pm**

Oooh, you guys are gonna have fun. Some good stuff in those thar mountains. Wouldn't suggest you let your dwarves wonder too far from the site though XD.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **July 31, 2009, 05:07:57 pm**

zarmazarma: Keep a hush on any non-canon spoilers, though. We don't appreciate them around here.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **zarmazarma** on **July 31, 2009, 05:08:41 pm**

Quote from: nahkh on July 31, 2009, 05:07:57 pm
zarmazarma: Keep a hush on any non-canon spoilers, though. We don't appreciate them around here.

That's why I'm not saying what's in there :p. Just saying it's gonna be fun.

Are you using dig deeper for this one?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **ToonyMan** on **July 31, 2009, 05:09:09 pm**

HAHAHAHAHhAHHAHAHHAh. Luke Atmey! LUKE ATMEY. One of those dwarves is being named LUKE ATMEY.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **July 31, 2009, 05:13:32 pm**

Yeah this is Dig Deeper 1.2B as stated in the first post.

Which is notable because it, among other things, slows down farming to about one half. Thus you need twice the number of fields to keep your dwarves fed.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **July 31, 2009, 05:25:47 pm**

Leaving it alone for today, but I currently have a tiny entrance with a HUEG stockroom. I'll have to find a suitable farming place soon.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **July 31, 2009, 05:28:09 pm**

Yeah, well. You have time, I stocked up on food pretty heavily.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **zarmazarma** on **July 31, 2009, 05:29:06 pm**

EDIT: PICTURE!!!!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Tarquinius** on **July 31, 2009, 08:34:47 pm**

The fortress sounds like the mix of fun and terror that I normally only get by playing Touhou games. I can't wait for my turn.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **July 31, 2009, 08:41:03 pm**

Damn you, BSOD!

current save is corrupt. I have a ton of time left though, so I'll just try again.

hopefully the troll-pushers will remain in place to defend against orcs again.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Neyvn** on **July 31, 2009, 08:43:44 pm**

Do we get an Image of the Site???

Can we see it or do we have to wait till our turn or something???

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **ToonyMan** on **July 31, 2009, 08:44:40 pm**

Post picture of aftermath.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **July 31, 2009, 09:11:24 pm**

The only picture I could give you now would be right at the startup (mark II), and that's not too interesting.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Neyvn** on **July 31, 2009, 09:11:46 pm**

Shows that then mate...

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **crash2455** on **July 31, 2009, 11:16:25 pm**

Actually, just get a vid of trolls slaughtering orcs.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **July 31, 2009, 11:19:58 pm**

What part of there was never an orc siege now that I had to restart don't you people get?!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **ToonyMan** on **July 31, 2009, 11:52:35 pm**

DOC GET THE DELOREAN.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 01, 2009, 12:03:57 am**

Ryan's chapel is proceeding as planned.

muahahahaha!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 01, 2009, 12:58:02 am**

Okay, what the hell.

There's a vomit/troglodyte blood covered statue outside in the middle of nowhere, and suddenly the Farmer just suffocated in bed for no reason.

WHAT THE HELL?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 01, 2009, 02:48:27 am**

It is the will of Demonic Spoon! In a more serious vein, perhaps you made a statue, that one of your cave adapted farmers was busy carrying outside, when a troglodyte attacked him, he defended himself but had a mortal lung/neck wound and suffocated to death shortly after being brought to a hospital bed.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 01, 2009, 02:55:24 am**

Maybe the trolls turn into stone (statues) when they die?

Also, what's going on Barb?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Kamrusepas** on **August 01, 2009, 08:46:12 am**

Wow, its already epic at one turn in. A new record for sparkgear. huzzah!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Heron TSG** on **August 01, 2009, 09:26:37 am**

Currently, I'm busy hollowing out nine layers of the mountain for Ryan's temple while searching for a place to bust out and wall in some farmland.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Demonic Spoon** on **August 01, 2009, 09:37:14 am**

Lol.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Heron TSG** on **August 01, 2009, 10:04:49 am**

UPDATE!

it is summer, and a vile force of darkness has arrived. dead and rotting muskoxen and llamas are scattered over the mountain side, And I have found a suitable farmland.

EDIT: Orcs have hammerers and wrestlers. will stay indoors with my 6 remaining dwarves.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Heron TSG** on **August 01, 2009, 10:14:13 am**

Oh shit... ohshitohshotohshit.

Due to an unforeseen diagonal, the orcs are IN THE DAMN STOCKROOM.

The miners are trapped in Ryan's future chapel cave, and the masons, brewer, and chef are all in various states of dismemberment. Have no fear, however! I'll just reclaim if I fail.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Samus1111111** on **August 01, 2009, 10:25:19 am**

SG4 is doing great so far ;D

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Heron TSG** on **August 01, 2009, 10:26:28 am**

Sigun's log, 21st Hematite -

Meng has become depressed, due to the loss of everyone he knows except me. The orcs are in the first hall. we cannot get out. our food stocks are guarded by the orcs. we cannot get out. Rith died yesterday, tantruming and flying into the chasm, taking a troglodyte with him. we cannot get out. hope is lost. The most we can do is finish preparing the farm layers and the cave of Ryan's Third Coming. More dwarves will come, foul orcs! MORE DWARVES WILL COME!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Heron TSG** on **August 01, 2009, 10:35:36 am**

Sigun's Log, 3rd of Malachite -

I've begun to feel meng's depression as well. All we have left is removing staircases and digging farms. hopefully we can survive until the orcs give up and leave.

PS: DO THEY?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **skaltum** on **August 01, 2009, 10:37:52 am**

Quote from: Barbarossa the Seal God on August 01, 2009, 10:35:36 am

Sigun's Log, 3rd of Malachite -

I've begun to feel meng's depression as well. All we have left is removing staircases and digging farms. hopefully we can survive until the orcs give up and leave.

PS: DO THEY?

after a full month i think

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Kamrusepas** on **August 01, 2009, 10:38:50 am**

Wow, first turn and SG4 is already looking screwed beyond repair.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Heron TSG** on **August 01, 2009, 10:44:20 am**

That is most certainly is. I'll be reclaiming. With the amount of blocks I produced, we'll likely get 70 fully armed dwarves. it'll be hard to lose with THAT.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Demonic Spoon** on **August 01, 2009, 10:46:56 am**

Hah! Just wait until one of them die. They're all friends...

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 01, 2009, 10:52:08 am**

Sigun's Log, Date Unknown -

Meg just died in our desperate counterattack, and then I got PISSED. it seems that when you're a legendary +234534 miner with a pick, orcs are like cupcakes ready to be smashed up and eaten. I've driven most of them out, and I'm going to seal up the crack in the wall. I've become accustomed to tragedy, and this one's not going to stop me from making this fortress profitable. I've already killed 12 orcs, and I only have a few minor scratches.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 01, 2009, 10:58:02 am**

Quote from: Demonic Spoon on August 01, 2009, 10:46:56 am
Hah! Just wait until one of them die. They're all friends...

Indeed, my fortress of 200 dwarves, that had been partying for last 5 years (everybody is everybodys friend!) just had a massive spiral that left only 2 people alive, a child and its mother.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **crash2455** on **August 01, 2009, 11:10:01 am**

Hmm, I thought crushing and stabbing weapons were ineffective against orcs

Also, hermit challenge ftw.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 01, 2009, 11:19:37 am**

The fortress attracted no migrants, unfortunately, but now I have Sigun planting the fields he and meng dug together. every last orc has been brutally slaughtered, and the last threat is a single rhesus macaque stealing clothing off of Rith's corpse. Trolls and troglodytes are beating the shit out of everything that moves, and Sigun will be the next "most interesting dwarf in the world" at this rate.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Samus1111111** on **August 01, 2009, 11:24:13 am**

Quote from: Barbarossa the Seal God on August 01, 2009, 10:26:28 am
Sigun's log, 21st Hematite -

Meng has become depressed, due to the loss of everyone he knows except me. The orcs are in the first hall. we cannot get out. our food stocks are guarded by the orcs. we cannot get out. Rith died yesterday, tantruming and flying into the chasm, taking a troglodyte with him. we cannot get out. hope is lost. The most we can do is finish preparing the farm layers and the cave of Ryan's Third Coming. More dwarves will come, foul orcs! MORE DWARVES WILL COME!

for some reason this reminds me of the Book of Mazarbul that was found in Moria in Lotr :P

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 01, 2009, 11:25:27 am**

probably because there both to do with dead dwarfs perhaps

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 01, 2009, 11:32:28 am**

Well, I took pictures of Sigun's charge, i'll upload the best one later.

I'm taking more pictures, including one of the incredibly bloody **Turf**/**turf** war between the **Trolls** and the **t**roglodytes.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 01, 2009, 11:33:38 am**

west side chasm crew VS east side chasm crew :P

with dwarfs mixed in. sounds FUN

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 01, 2009, 11:35:04 am**

Quote from: skaltum on August 01, 2009, 11:33:38 am
south side chasm crew VS north side chasm crew :P

with ~~dwarfs~~ dwarf mixed in. sounds FUN

fixed.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 01, 2009, 11:36:35 am**

Quote from: Barbarossa the Seal God on August 01, 2009, 11:35:04 am
Quote from: skaltum on August 01, 2009, 11:33:38 am
south side chasm crew VS north side chasm crew :P

with ~~dwarfs~~ dwarf mixed in. sounds FUN

~~fixed.~~

i ment it like that :P

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 01, 2009, 11:37:13 am**

BY ODIN'S BEARD! MORE ORCS! RAAAAAAAAAAAAAAAAAAGE!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 01, 2009, 11:38:04 am**

Quote from: Barbarossa the Seal God on August 01, 2009, 11:37:13 am
BY ODIN'S BEARD! MORE ORCS! RAAAAAAAAAAAAAAGE!

hadoken perhaps?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 01, 2009, 11:41:46 am**

I dunno, I doubt I'd be able to hit ALL FOUR SQUADS. RAAAAAAAAAAAAAEG!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 01, 2009, 11:51:14 am**

Lol, this is hilarious.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 01, 2009, 11:55:18 am**

The first load of plump helmets has been barreled, but we're having major problems. I have to make sure only DRINK goes into barrels because I can't get more wood during a siege, and I can't forge blackmetal barrels yet due to the fact that I still need to secure the magma. (I'm prepared to, I just need the thirty hammerorcs nearby to it to leave.)

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 01, 2009, 11:56:10 am**

Quote from: Barbarossa the Seal God on August 01, 2009, 11:55:18 am
The first load of plump helmets has been barreled, but we're having major problems. I have to make sure only DRINK goes into barrels because I can't get more wood during a siege, and I can't forge blackmetal barrels yet due to the fact that I still need to secure the magma. (I'm prepared to, I just need the thirty hammerorcs nearby to it to leave.)

realese the hounds

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 01, 2009, 11:59:41 am**

hounds are dead along with the donkeys, horses, and the single macaque I had caged. (somehow, a macaque made off with the cage.)

Ut was messed up. Nahkh, Sparkgear edition of DF is MESSED UP!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 01, 2009, 12:00:56 pm**

Quote from: Barbarossa the Seal God on August 01, 2009, 11:59:41 am
hounds are dead along with the donkeys, horses, and the single macaque I had caged. (somehow, a macaque made off with the cage.)
Ut was messed up. Nahkh, Sparkgear edition of DF is MESSED UP!

nah this is just the way of the spark gear. wheres arkdelgato the savior wen ya want im lol

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 01, 2009, 12:02:36 pm**

I already saved us from certain defeat. Now it's just a waiting game to see if more migrants come to help with the megaprojects I'm building to pass the time.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 01, 2009, 12:14:31 pm**

Roflmao

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 01, 2009, 12:19:11 pm**

Do green statues have legs? The old one isn't there anymore.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 01, 2009, 12:22:07 pm**

Lol

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 01, 2009, 12:27:18 pm**

Quote from: Barbarossa the Seal God on August 01, 2009, 12:19:11 pm
Do green statues have legs? The old one isn't there anymore.

it jumped down the chasm after seeing everyone die ??? i think it may have been a statue of an elf so it's no loss

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 01, 2009, 12:29:25 pm**

I was going to go out after the siege to bring it into Ryan's chapel, but nooooooooo...

BTW: wintertime.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 01, 2009, 02:13:57 pm**

Oh shiiiiiiiiiiiiit....

The GCS has taken up residence in the agricultural sector! Oddom Astusan has been caught by a hidden web!

The military is on it's way, Oddom!!!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 01, 2009, 02:22:13 pm**

Horrors! Baloshur murdered Inod, Oddom, Sakzul, Erush and Likot before we could bring it down! Half a dozen dwarves are tantruming, and the only hope for this expedition is to sort out those who are resistant to the destruction and barricade them in a small room until this is over.

The Spark of Gears is our enemy. The Spark of Gears is our only shelter. We are Doomed.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **ToonyMan** on **August 01, 2009, 02:39:54 pm**

Demonic Spoon, make sure to keep my turn playable. ;D

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 01, 2009, 02:42:57 pm**

I think we're stable again. Work has begun on the temple, in order to keep everyone busy. fields are being sown, alcohol brewed. we have a forge up, and no enemies to speak of.

PS: WE GOT TREES! FUCK YEAH!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 01, 2009, 03:05:14 pm**

Morul the Fishery Worker went batshit insane and murdered Sibrek the Engineer. he will be put to death.

Barbarossa has gone melancholy.

EDIT: Only the strong survive. We have elected the Metalsmith Eriththosbut as our leader, due to the fact that he is getting used to tragedy. More of us our becoming desensitized to the madness, which is a good thing. The temple is being built! NOT EVEN THE MOUNTAIN CAN STOP US!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 01, 2009, 04:29:43 pm**

oh my this fort has a bloody history before it's even begun properly O_O

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 01, 2009, 04:32:27 pm**

Quote from: skaltum on August 01, 2009, 04:29:43 pm
oh my this fort has a bloody history before it's even begun properly O_O

Isnt it great!?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 01, 2009, 04:43:55 pm**

Quote from: Kamrusepas on August 01, 2009, 04:32:27 pm
Quote from: skaltum on August 01, 2009, 04:29:43 pm
oh my this fort has a bloody history before it's even begun properly O_O

Isnt it great!?

not really lol but then again i have a serios nack for keeping dwarves ALIVE and i have very few deaths even during long forts. so i'm quite horrified tbh and i was gobsmacked at SG3 deathlist

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 01, 2009, 05:33:26 pm**

Excellent work. Carry on.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 01, 2009, 05:49:20 pm**

I wonder if the fort will survive to my turn...

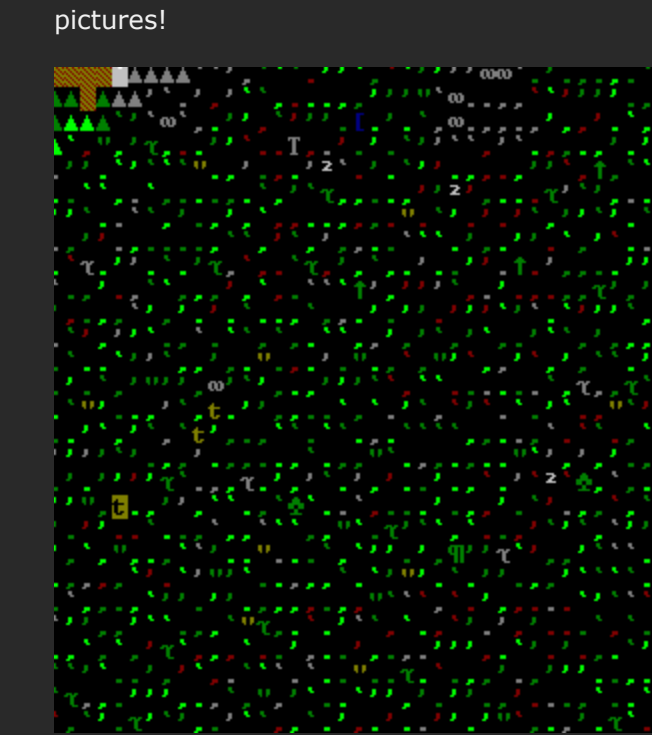
EDIT: And BTW, Blackmetal is stronger then steel.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 01, 2009, 07:40:35 pm**

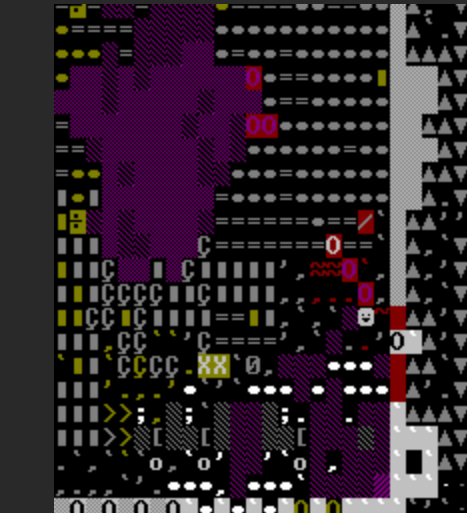
Back to the Forf Dwartressing!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 01, 2009, 11:41:24 pm**

SAVE (http://dffd.wimbli.com/file.php?id=1288)



Trogs vs. Trolls!



Sigun's mighty charge



The Slaughter of Baloshur

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **ToonyMan** on **August 01, 2009, 11:46:53 pm**

...

Ugh.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 01, 2009, 11:58:18 pm**

Ugh? How dare you!?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 02, 2009, 12:44:36 am**

Downloading

EDIT: Hate you so much Barbarossa...

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 02, 2009, 01:04:03 am**

What'd **I** do?

You know, other than defeat every enemy on the map, triple the population, and get us a secure fortress, as well as magma access and a

whole bunch of free steel equipment from the reclaimers.

PS: Can I be put back on the list?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 02, 2009, 01:16:41 am**

I hate how you organize stuff...

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Neyvn** on **August 02, 2009, 01:24:04 am**

As in Awfully???
How do people Organise things these days anyway???
I like to have everything next to where they go and build their workshops nearby or above/below when space is needed...
Found that Tanners sit nicely next to Leatherworkers...
They are just mirror images of each other in built states...

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 02, 2009, 01:52:21 am**

Do we even have a Trade Depot?!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 02, 2009, 02:20:26 am**

Quote from: Demonic Spoon on August 02, 2009, 01:52:21 am
DO we even have a Trade Depot?!

Who needs a Trade Depot? we can just kill them and steal the stuff!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **crash2455** on **August 02, 2009, 03:19:12 am**

Quote from: skaltum on August 01, 2009, 04:43:55 pm
not really lol but then again i have a serios nack for keeping dwarves ALIVE and i have very few deaths even during long forts. so i'm quite horrified tbh and i was gobsmacked at SG3 deathlist

You forget that this is dig deeper, scientifically designed to be, as nahkh put it, "~~hard as a~~schallenging." Everything is out to get you (as evidenced by the 30 orc siege when we only had 6 dwarves).

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 02, 2009, 03:46:03 am**

Half the dwarves are tantrumming, the other half are miserable and a quarter of them are wounded, hate you so much barbarossa.

EDIT: Everyone went insane and died, reclaim! Oh yeah, and we were sieged. Fun. Shouldn't you have to trade before you can be sieged?

Also, what's up with the screen constantly lagging and being irritating with flashing everything?

EDIT 2: Nvm, got it fixed after playing around withe the print options.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 02, 2009, 06:52:54 am**

Quote from: crash2455 on August 02, 2009, 03:19:12 am
Quote from: skaltum on August 01, 2009, 04:43:55 pm
not really lol but then again i have a serios nack for keeping dwarves ALIVE and i have very few deaths even during long forts. so i'm quite horrified tbh and i was gobsmacked at SG3 deathlist

You forget that this is dig deeper, scientifically designed to be, as nahkh put it, "~~hard as a~~schallenging." Everything is out to get you (as evidenced by the 30 orc siege when we only had 6 dwarves).

even with digdeeper i hardly have any deaths then again i remove the trap avoid and building destroyer tag but instead replace them with all the other tags e.g no bleed no breathe no stuck ins and i make them size 10 with 10 damblock and 10 genpower(which i assume is basic strength) and if i'm feeling hardcore i give them fireimmune and fire breathe so they are pretty hardcore but i still don't lose many dwarfs. unless skeletal whales appear when i havn't enclosed my fort O_O

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 02, 2009, 07:03:59 am**

Onto my second reclaim now.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 02, 2009, 07:29:54 am**

Bleh, reclaim less, people. That's too easy. It is not the SparkGear way. Savescumming gives a better sense oh continuity. Also, you all suck.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 02, 2009, 07:37:24 am**

Lol. Two GCS spawn each time I reclaim. And my second reclaim was because I underestimated the food consumption of 42 dwarves.

Fuck it all, another tantrum spiral.

This site is cursed I say. CURSED

EDIT: Reverting to Barbarossa's save.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **ToonyMan** on **August 02, 2009, 09:50:49 am**

[illegible]

I won't reclaim once! AHAH.

Title: Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]

Post by: **Heron TSG** on **August 02, 2009, 10:53:35 am**

I didn't have much time to organize when I had to RUN SCREAMING into the mountain.

Also, It's hard to build a trade depot during a siege.

Title: Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]

Post by: **Demonic Spoon** on **August 02, 2009, 11:10:48 am**

Quote from: ToonyMan on August 02, 2009, 09:50:49 am

RECLAIM RECLAIM RECLAIM RECLAIM RECLAIM RECLAIM RECLAIM RECLAIM RECLAIM RECLAIM RECLAIM RECLAIM RECLAIM RECLAIM RECLAIM RECLAIM
RECLAIM RECLAIM RECLAIM RECLAIM RECLAIM RECLAIM RECLAIM RECLAIM RECLAIM.

I won't reclaim once! AHAH.

You won't need to, I'm giving this fortress a major makeover.

Title: Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]

Post by: **Tarquinius** on **August 02, 2009, 11:27:15 am**

I'm starting to wonder how many times the fortress will be in a state of near-death before my turn begins.

Title: Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]

Post by: **Heron TSG** on **August 02, 2009, 11:39:26 am**

Plant immediately. (oh wait, I already did!)

kill the GCS. (oh wait...)

All you need to do is get an airlock-style trade depot and we're set! We already have magma forges and blackmetal!

PS: How did they all go insane? several of them were used to tragedy and nearing a state of not-caring!

Title: Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]

Post by: **Demonic Spoon** on **August 02, 2009, 11:51:09 am**

Don't know, they started going insane shortly after my turn began. And the the dwarven caravan took care of the GCS that were spawned during my reclaim.

And before you guys say anything, I tried 3 times, it's impossible to keep enough dwarves sane, they all die eventually, reclaim is necessary.

Title: Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]

Post by: **CJ1145** on **August 02, 2009, 02:44:50 pm**

Something is severely wrong with that pre-made DD download. I started it up, and the screen just started flashing between every frame that had been on screen so far all at once. It was seizure-giving, with all the flashes.

Title: Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]

Post by: **Demonic Spoon** on **August 02, 2009, 02:48:38 pm**

Try changing the print setting in init, I had the same problem.

Title: Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]

Post by: **Demonic Spoon** on **August 02, 2009, 03:24:54 pm**

Save: <http://dfffd.wimbli.com/file.php?id=1291>

Map Before: <http://www.mkv25.net/dfma/map-6601-sparkgear4>

Map After: <http://www.mkv25.net/dfma/map-6602-sparkgear4>

Overview:

Spoiler (click to show/hide)

I've basically made an entire new fortress which is hopefully much more sufficient. There is now only one high security entrance which can be controlled with three levers in the statue garden. Add traps.

I have successfully traded with the elves, giving them a very high profit margin, hopefully they will bring us some much needed wood next year.

Summer has just come so be ready to trade with the humans and request lots of wood, bags and barrels.

I have not managed to find the underground water source so be sure not to let anyone get injured.

The only deaths after reclaim was a fey glassmaker on our sandless map.

I have managed to increase our population from 42 to 70 something. We also have a dungeon master. The mysterious masterwork statue of a unknown maker was retrieved from outside and now has it's own statue garden.

We have more than enough trade goods.

The new enlarged magma forges are almost complete, I just held off to smooth out the magma reservoir before filling it.

We know have a much more streamlined food processing line, the only thing holding it back is a lack of barrels and bags.

I made a failed silk farm at the chasm, no spiders appeared, take note of this so that you don't make the same mistake.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 02, 2009, 03:42:09 pm**

What? You traded with the elves? Heretic.

Also, no spiders appeared? Haven't you been paying attention?

Also, PROTIP: there is no water.

Love, Nahkh.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 02, 2009, 03:45:09 pm**

What? I thought you said you were searching for an area with an underground water source? Damnit.

And we're so short of certain resources that I was forced to trade with the elves, we need wood damnit!

EDIT: Save added, and no praise for my great achievements? You'd rather have lived in the squallor of a fortress that was Barbarossa's creation?

EDIT 2: I made it early in my turn and a season later there was still no webs, I'm pretty sure the cave spiders didn't appear, at the end of my turn there was still zilch, nothing.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **riffraffselbow** on **August 02, 2009, 04:07:56 pm**

Next sparkgear: "How Sparkgear got it's groove back V"

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 02, 2009, 05:12:17 pm**

Eh, bad design if you ask me. the bedroom complex isnt really a complex, more of a badly spaced out Corridor. Workshops should be built in 5x5 rooms connected by stairs (to the stockroom) to prevent pathing issues.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 02, 2009, 05:32:42 pm**

You have to admit the huge hollow area is awesome.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 02, 2009, 05:42:33 pm**

Quote from: Barbarossa the Seal God on August 02, 2009, 05:32:42 pm
You have to admit the huge hollow area is awesome.

Only if it becomes a massive Dining hall (with statues)!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 02, 2009, 05:43:42 pm**

DO EET!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 02, 2009, 05:50:35 pm**

Quote from: Barbarossa the Seal God on August 02, 2009, 05:43:42 pm
DO EET!

Huzzah!

Dont worry, it will become the best Dining room Sparkgear has ever seen. unless toonyman does something to completely screw over our plans!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 03, 2009, 12:19:49 am**

Ok, so did I pick too hard a map?

I can get you a new one if you're such pussies that this dry, monster-filled hell is too much for you.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 03, 2009, 12:21:21 am**

I don't think this site is too hard, but rather that Barbarossa is an idiot.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 03, 2009, 12:24:41 am**

KEEP GOING!

also, there is a 1x1 pond near the magma pipe.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 03, 2009, 12:26:12 am**

Oh? Damn, gotta drain that.

By editing I meant taking one square and turning that into an aquifer. A spring!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 03, 2009, 12:28:47 am**

Quote from: nahkh on August 03, 2009, 12:26:12 am

Oh? Damn, gotta drain that.

By editing I meant taking one square and turning that into an aquifer. A spring!

Make it so it's difficult to reach or tap into it.

Like in the middle of the magma vent.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 03, 2009, 12:39:37 am**

Endless Obsidian mining to get to the aquifer?

sounds grrrrrrreat!

or you could make it the very top tile of the mountain. see what happens!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 03, 2009, 12:57:12 am**

Also, to all'yall who've been having graphics issues with SGE df, I blame d13 for that.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 03, 2009, 06:30:57 am**

I'm not seeing a consensus on the polls yet. Express your opinions, please.

Currently, the new map folk are gaining ground, I guess I'll prep a new save for next turn just in case.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 03, 2009, 07:29:15 am**

What? This map is easy peasy now after my turn, has anyone actually looked at the map? We are all set on the food front, we have only one secure entance and we have plenty of dwarves, most of which are ecstatic.

What're up with all these sissies wanting out?

And the graphics issues are probably due to the print option in init which they should change, as I stated earlier.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 03, 2009, 07:31:04 am**

Quote from: Demonic Spoon on August 03, 2009, 07:29:15 am

What? This map is easy peasy now after my turn, has anyone actually looked at the map? We are all set on the food front, we have only one secure entance and we have plenty of dwarves, most of which are ecstatic.

What're up with all these sissies wanting out?

And the graphics issues are probably due to the print option in init which they should change, as I stated earlier.

probably unhappy with the current forts layout (temple i'm looking at you) and that it took a few reclaims (goddam them all starting as friends)

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 03, 2009, 07:33:14 am**

There have been only two relcaims, both caused by Barbarossa's incompetence. And the temple is basically just a big space asking to be used: graveyard, dining room, stockpiles, your imagination is the limit.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 03, 2009, 07:36:17 am**

Quote from: Demonic Spoon on August 03, 2009, 07:33:14 am

There have been only two relcaims, both caused by Barbarossa's incompetence.

my point exactly. i may sound really mean but when i say this i belive i speak for everyone. WHY COULDN'T SOME DECENT DEFENSES BE BUILT BEFORE THE TEMPLE. sorry i just had to get that off my chest but i'd of thought with DD that defenses and a stable farming operation were top priority for keeping everyone alive. but like i say i'm sorry if i've offended or hurt anyones feelings. but the temple was cool though :)

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 03, 2009, 07:51:31 am**

But I fixed up the defenses and food production so what's wrong with the map now?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 03, 2009, 07:54:49 am**

Quote from: Demonic Spoon on August 03, 2009, 07:51:31 am

But I fixed up the defenses and food production so what's wrong with the map now?

just lack of water really :/ otherwise it's all good i suppose urrrgh sorry bout all that i may as well shoot myself. (just lost a fort to orcs and

GCS) but a underground river/pool would be nice like the last map.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 03, 2009, 08:06:24 am**

Yes, I was under the impression that there was a underground water source because nahkh stated that he was searching for a site with one, I have to agree that it would be nice, but as long as no dwarves get injured water isn't really neccesary.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 03, 2009, 08:08:31 am**

Quote from: Demonic Spoon on August 03, 2009, 08:06:24 am
Yes, I was under the impression that there was a underground water source because nahkh stated that he was searching for a site with one, I have to agree that it would be nice, but as long as no dwarves get injured water isn't really neccesary.

until ELITE bow/crossbowmen show up :'(i hate those guys so much but by that time i think a magma defense might be up by that time. unless theres no elitebow/crossbowmen on orcs civ screen

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 03, 2009, 08:11:51 am**

If the next rulers are watchful with the drawbridges the only thing any orcs will be able to hurt will be traders. The access drawbridges between the fortress and and the Trade Depot should be raised at all times, the only reason I have them lowered is because I was busy smoothing everything.

And speaking of next rulers, where art thou ToonyMan?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 03, 2009, 08:13:53 am**

Yeah I was but genning a terrifying map with magma and extra requirements is nontrivial. Especially if you're trying to keep it down to 3x3.

I'm glad you guys seem to want to keep this one.
I'll edit some water on the map if that's acceptable to you.
I guess I'll pregen some more maps anyway, just in case.

Leaving work now.
Love, Nahkh.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 03, 2009, 08:14:39 am**

Don't edit in water, cheating is not the Sparkgear way!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 03, 2009, 08:16:22 am**

How often does it rain on that map? If it rains a lot then one square of pond may be all you need if you make a reservoir connected to it.

Just don't channel out the pool tile.

Also, make sure the reservoir is underground.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 03, 2009, 08:18:55 am**

Quote from: abculatter_2 on August 03, 2009, 08:16:22 am
How often does it rain on that map? If it rains a lot then one square of pond may be all you need if you make a reservoir connected to it.
Just don't channel out the pool tile.
Also, make sure the reservoir is underground.

just need to build a wall around it then so we can avoid it turning to obsidian if anyone pulls a boatmurdered

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 03, 2009, 08:21:40 am**

Quote from: skaltum on August 03, 2009, 08:18:55 am
Quote from: abculatter_2 on August 03, 2009, 08:16:22 am
How often does it rain on that map? If it rains a lot then one square of pond may be all you need if you make a reservoir connected to it.
Just don't channel out the pool tile.
Also, make sure the reservoir is underground.
just need to build a wall around it then so we can avoid it turning to obsidian if anyone pulls a boatmurdered

And make the wall go all the way to the top of the map.

Just in case.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 03, 2009, 08:34:18 am**

IMPORTANT i'm using DD right now and gabbro is MAGMASAFE so make lots of mechs and replace the bridges with it if they aren't already made of gabbro

ignore it

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 03, 2009, 08:42:18 am**

Copy-pasted from the readme of the mod DD uses for magma-safe rocks.

"M" means that melting point data has been added.
"B" means that boiling point data has been added.
"H" means that specific heat has been added.
"!" means that this rock is now magma-safe.
A rock without any indicator has not been updated, but has been determined to not be magma-safe.

SANDSTONE M
SHALE
ROCK_SALT MB
LIMESTONE M
DOLOMITE M!
FLINT M!
CHERT M!
CHALK M
GRANITE M
DIORITE M
GABBRO M
RHYOLITE M
BASALT M
ANDESITE M
QUARTZITE MB!
SLATE
PHYLLITE
SCHIST
GNEISS
MARBLE M
HEMATITE M!
GOLD MB
SILVER MBH
COPPER MBH
MALACHITE M
GALENA MB
TETRAHEDRITE M
HORN_SILVER M
GYPSUM M
TALC M!
BRIMSTONE MB
REALGAR MB
ORPIMENT MB
STIBNITE M
SYLVITE MB
CRYOLITE M
PERICLASE M!
ILMENITE M
RUTILE M!
MAGNETITE M!
CHROMITE M!
PYROLUSITE M
PITCHBLENDE MB
ALUMINUM MBH
BORAX MB
OLIVINE M!
KAOLINITE M!
SERPENTINE M
ORTHOCLASE M
MICA M
CALCITE M!
SALTPETER MB
ALABASTER MB
SELENITE M
SATINSPAR M
ANHYDRITE M!
ALUNITE MB!

If you use DD, I recommend putting this in a text document and saving it in your DD folder. It's a very nice reference.

For those too lazy to skim through that list and find the magma-safe rocks;

DOLOMITE M!
FLINT M!
CHERT M!
QUARTZITE MB!
HEMATITE M!
PERICLASE M!
TALC M!
RUTILE M!
MAGNETITE M!
CHROMITE M!
OLIVINE M!
KAOLINITE M!
CALCITE M!
ANHYDRITE M!
ALUNITE MB!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 03, 2009, 08:45:38 am**

Quote from: skaltum on August 03, 2009, 08:34:18 am
IMPORTANT i'm using DD right now and gabbro is MAGMASAFE so make lots of mechs and replace the bridges with it if they aren't already made of gabbro

my bad then. sorry guys

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 03, 2009, 08:46:36 am**

Quote from: skaltum on August 03, 2009, 08:45:38 am
Quote from: skaltum on August 03, 2009, 08:34:18 am
IMPORTANT i'm using DD right now and gabbro is MAGMASAFE so make lots of mechs and replace the bridges with it if they aren't already made of gabbro

my bad then. sorry guys

I didn't even realize gabbro wasn't magma-safe until after you said that...

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 03, 2009, 08:51:32 am**

Hmm. I thought orthoclase was supposed to be magmasafe.
At least that's what I used with SG3 :D

Ok ok, no water then. Someone should design a water-collector then.
I seem to recall the map to be temperate, so maybe it gets the occasional rain.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 03, 2009, 08:55:00 am**

Quote from: nahkh on August 03, 2009, 08:51:32 am

Hmm. I thought orthoclase was supposed to be magmasafe.
At least that's what I used with SG3 :D

Ok ok, no water then. Someone should design a water-collector then.
I seem to recall the map to be temperate, so maybe it gets the occasional rain.

I don't think underground water ever evaporates, so even occasional rain should be good enough.

And I know exactly how to go about making a rain collector, but it's not my turn.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 03, 2009, 09:03:47 am**

hey nahkh this is kinda of topic but in the dark grim future of SG5 how about an area with high rainfall? going to be hard to find i suppose due to aquifers but it's possible

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 03, 2009, 09:10:41 am**

If ToonyMan doesnt show up soon could I start my turn early?

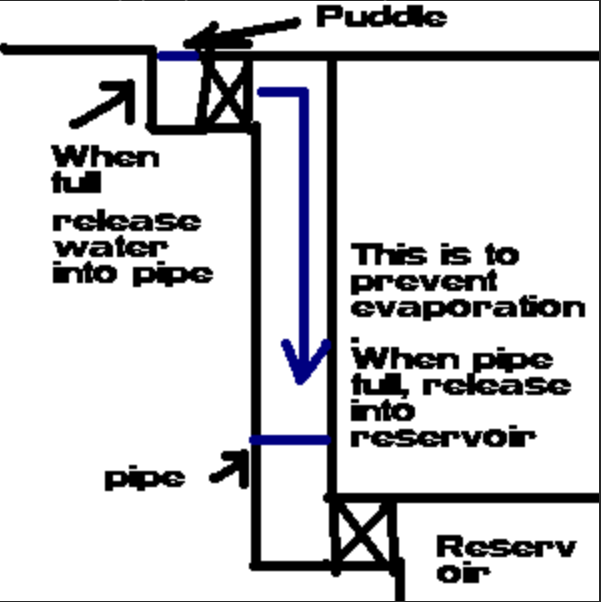
Where Art Thou Toonyman...

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 03, 2009, 10:31:24 am**

Or I could finish off the magma forges.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 03, 2009, 10:39:43 am**

Ok, no editing no moving to a better site.
But to appease the less industrious, let's try to make this place a little more liveable. We need that water-system stat.
Here's my proposal for said system.



Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 03, 2009, 10:46:41 am**

Who gets the turn?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 03, 2009, 10:48:37 am**

Quote from: Demonic Spoon on August 03, 2009, 10:46:41 am

Who gets the turn?

Raises hand
MEMEMEMEME!!!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 03, 2009, 11:17:50 am**

decision needs to be made now; time is running short.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 03, 2009, 11:21:41 am**

Well nahkh did say at one time or another that the turn goes to the first guy to request it, so over to you Kamrupas.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 03, 2009, 11:24:40 am**

Quote from: Demonic Spoon on August 03, 2009, 11:21:41 am
Well nahkh did say at one time or another that the turn goes to the first guy to rquest it, so over to you Kamrupas.

Damn.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 03, 2009, 11:34:57 am**

Lol, I was just paging through SG 2, before the Space Program, no one really seemed to notice me back then...

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 03, 2009, 11:38:13 am**

All the menu's are really screwed up, that plus the annoying design makes me want to completely redesign the whole fortress...but that would take time :(

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 03, 2009, 11:46:01 am**

What kind of pansies are you, shying away from epilepsy-inducing menus? I survived it, and look how my turn turned out!

Besides, I DID set up the impenetrable defenses first. I just forgot a diagonal.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 03, 2009, 12:00:51 pm**

Quote from: Demonic Spoon on August 02, 2009, 02:48:38 pm
Try changing the print setting in init, I had the same problem.

Quote from: Demonic Spoon on August 03, 2009, 07:29:15 am
And the graphics issues are probably due to the print option in init which they should change, as I stated earlier.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 03, 2009, 12:17:03 pm**

Having MAJOR stability issues, its crashed twice and hanging every few minutes; so your gonna have to take over Demonic Spoon. :(my plans have failed again...

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 03, 2009, 12:24:04 pm**

Yay! ;)

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 03, 2009, 12:27:13 pm**

Quote from: Demonic Spoon on August 03, 2009, 12:24:04 pm
Yay! ;)

Well, you know what we expect? more epicness!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 03, 2009, 12:30:48 pm**

I think me going first should be some sick parody of a tradition.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 03, 2009, 12:36:23 pm**

Never! That should be me in first spot damnit!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 03, 2009, 12:41:20 pm**

But I add a challenge to the fort!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 03, 2009, 12:51:45 pm**

So does playing blindfolded. That doesn't mean it's fun though.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 03, 2009, 12:54:24 pm**

That's a dumb challenge. I make it a hilariousisimo challenge.

PS: I know italian!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Kamrusepas** on **August 03, 2009, 01:55:07 pm**

TYPO!

Quote

We'll be running a df 40d[11,12,13] with Dig Deeper installed. I'll be providing a clean copy for you to use, just so we can avoid any problems. The prepackaged folder contains 40d13 with DD installed. Plus some settings were tweaked. The initial save can be **four** here

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Demonic Spoon** on **August 03, 2009, 02:26:16 pm**

Wow, you must be so proud of yourself.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Kamrusepas** on **August 03, 2009, 03:07:40 pm**

Quote from: Demonic Spoon on August 03, 2009, 02:26:16 pm

Wow, you must be so proud of yourself.

Quiet you, dont judge me :(

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Demonic Spoon** on **August 03, 2009, 03:15:34 pm**

;)

Save: http://dffd.wimbli.com/file.php?id=1296

Basically just traded with the humans giving them a huge profit margin and buying all their stuff, and we got a nice artifact + legendary stonecrafter combo, so even more masterwork mugs now. And made the rainwater collector of course. And completed the new magma forges.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **skaltum** on **August 03, 2009, 03:26:30 pm**

Quote from: Demonic Spoon on August 03, 2009, 03:15:34 pm

;)

Save: http://dffd.wimbli.com/file.php?id=1296

Basically just traded with the humans giving them a huge profit margin and buying all thier stuff, and we got a nice artifact + legendary stonecrafter combo, so even more masterwork mugs now. And made the rainwater collector of course. And completed the new magma forges.

i can't wait for an elf diplomat :D i just might kill them ;) or let them go insane and jump down the chasm. best bit is that when my civ was at war with the elves during world gen it jumped to where the caravan would of been BUT theres nothings there which tells you that elves are here and it's time to close or wait for a cage trap to be sprung which reveals the ENTIRE squad

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **nahkh** on **August 03, 2009, 05:09:36 pm**

I'm thinking that the top of the mountain should be lined with towers, ramparts, buttresses and other awesomeness. This mountain is a mountainhome, and it should look it!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **crash2455** on **August 03, 2009, 06:12:53 pm**

But mountainhomes tend to just be a giant hole surrounded by stairs; smoothed but devoid of furniture.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Neyvn** on **August 03, 2009, 06:39:45 pm**

So disappointed about that...
Why would Humans get stuff and the Dwarf Mountain Homes have nothing but Similar looking rooms with nothing of Interest in it. I mean come on, give us a shop that sells Dwarf Sized gear..

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Demonic Spoon** on **August 03, 2009, 11:34:50 pm**

So Kamrusepas is passing up her turn if I understand correctly, due to stability problems, who's claiming it?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **nahkh** on **August 04, 2009, 01:08:44 am**

Kamrusepas: Have you tried using a stable version of DF? That d13 is kinda flaky.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **abculatter_2** on **August 04, 2009, 01:40:52 am**

Quote from: Demonic Spoon on August 03, 2009, 11:34:50 pm

So Kamrusepas is passing up her turn if I understand correctly, due to stability problems, who's claiming it?

MEMEMEMEME

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **nahkh** on **August 04, 2009, 01:43:58 am**

Well, if Kamrusepas is fine with it, go ahead and take the turn abculatter.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Kamrusepas** on **August 04, 2009, 03:46:02 am**

Quote from: nahkh on August 04, 2009, 01:43:58 am

Well, if Kamrusepas is fine with it, go ahead and take the turn abculatter.

Well, he seems enthusiastic so he might as well. sparkgear just doesnt like me it seems, everything always goes wrong. Switching back between the stable and D13 versions can cause problems (Might be wrong) plus its not worth the time nor effort (the only thing that would happen on my turn it maybe a world flooding; killing most of our dwarfs and/or a **massive** dining hall). goodluck :-[

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **nahkh** on **August 04, 2009, 03:49:54 am**

Switching back to basic 40d with DD installed works just fine. Hang on lemme prepare a clean install for that.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **abculatter_2** on **August 04, 2009, 03:52:01 am**

I already have DD, so I'll just start it my turn now.

EDIT: Missing word gloss: ZEBRAWOOD

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Kamrusepas** on **August 04, 2009, 03:56:09 am**

Quote from: abculatter_2 on August 04, 2009, 03:52:01 am

EDIT: Missing word gloss: ZEBRAWOOD

Wut? o_o

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **nahkh** on **August 04, 2009, 03:58:18 am**

He's off his rocker.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **abculatter_2** on **August 04, 2009, 04:05:23 am**

It wouldn't let me load the save for that reason.

Now I'm going to try the install provided by the OP.

It seems to be working so far, but this is the first time I've ever had lower then 80 frames per second on this computer.

After my migrant status wears off and I think of a way to roleplay this shizzle, I'll make a new update post.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **abculatter_2** on **August 04, 2009, 04:29:39 am**

From an old, tattered, vomited upon, blood-encrusted, slightly torn !!Journal!!

As ordered by the king I, Brak Obama, have arrived at this doomed hellhole in hopes that it may acquire at least a negligible profit for the mountainhomes. Hopefully, I'll be one of the few who die a quick, painless death before this place crumbles to ruin.

As I entered this place for the first time, I noticed how much random junk was just laying about outside. Barrels were strewn about everywhere, various textiles and leather armors thrown about, and even a wooden bed, blanket, pillow and all, left to rot in a small nook.

I made a mental note to get someone to clean that up.

There is an acute lack of cats in this fortress. If the vermin turn out to be a problem I'll have to put some of the peasants to work.

There is a mysterious flashing statue In the center of the main meeting room of this fortress... It seems to be harmless, so I'll leave it be.

There's so much excess stone littering the hallways here that it's becoming hard to get anywhere. I've told the peasants to start tidng up.

Traders! From the mountainhomes! Unfortunately, all they have are metal bars and some cave lobsters. Eh, I'll toss a few mugs at them, see if they want 'em.

It seems we have run out of wood logs. Someone will have to go get more...

It seems we need more bedrooms. I've told the miners to dig out more. On a related note, this bedroom design is dreadfully inefficient.

And not only are these bedrooms inefficient, but they're also in the way of the planned magma defense system!



This has to be the most pathetic ambush I've ever seen.

There were several others right around the corner that I didn't see until they began charging at us.

Arg, these damn parties! Stop being lazy and get back to work!

Planning has begun on the magma defense system, and work on it shall begin soon.

Spoiler: before savescum (click to show/hide)

Ustuth, our legendary stonemason, told me that his lover, Dakost, has been strangely withdrawn lately. To be honest, I don't even know who she is, and I really don't care.

Though I would hate to have Ustuth go on a tantrum...



Hooo shit. Oh shit oh shit oh shiiiiit.

I've never ever known giant cave spiders as anything other than a mantelpiece or a character in some wild story told by a drunken dwarf at some back-alley pub. And those stories were never very cheery...

The peasant made it out alive without so much as a peep from the creator of the web. Shame, I was almost hoping to see a giant cave spider...

And now it seems that everyone wants to jump onto the web and get snagged. God I hate dwarves sometimes.

Wait. That looks like two webs...

Ustuth showed this to me today, saying that Dakost made it...

This is a Alunite earring. All crafts dwarfship is of the highest quality. It is encrusted with Alunite, decorated with chicken leather and encircled with bands of Alunite. This object is adorned with hanging rings of Alunite.

More stuff to throw at the traders. Yay.

The greenskins and kobolds have been rather quiet lately... Too quiet...

Migrants! People actually WANT to live here?

Our population is now 84.
Just more cannon fodder if you ask me.

I have mandated that someone make me a large gem for this really cool idea for a gaudy ring I just had.

Uabôk Tathlitast, Weaver cancels Collect Webs: Interrupted by Wyvern.

Uh oh.

The wyrvens killed all the dwarves I sent at them, including several of our legends...

...
A wizard once taught me of this thing he called "savescumming"... I wonder if now would be a good time to use it...

The fortress is devastated by the loss of its favorite dwarves, with several dwarves throwing tantrums because of it.

The journal ends there

I was on my way over to check up on the magma defense system (which is coming along smoothly, by the way) and as soon as I got to the entrance tunnel one of our miners ran out with a strange look on his face. Weird...

Migrants! People actually WANT to live here?

Our population is now 82.
More cannon fodder if you ask me.

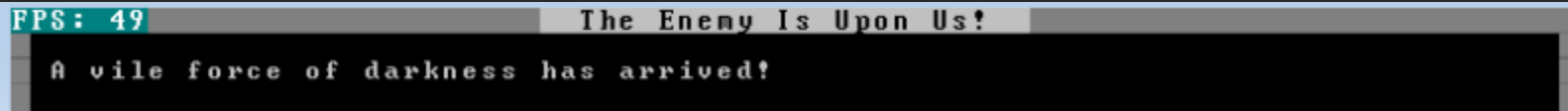
I saw one of the peasants carrying this around the grand staircase:



When I asked where he got it, he said that it was his friend Rakust.
Looks like it would make a nice addition to the meeting hall...

This fortress needs more weaponry. Because of this, I've mandated the creation of a short sword.

ARG GOD DAMN IT YOU FUCKING SLACKERS BETTER GET THE FUCK BACK TO WORK RIGHT FUCKING NOW OR I'LL RIP OFF YOUR GENITALIA, SHOVE IT DOWN YOUR THROAT, AND THROW INTO THE CHASM!!!
What's that? You have no job? WELL THEN YOU BETTER FUCKING FIND ONE!!!



FF-

Oh. Just goblins. Phew.
They do have a lot of crossbowmen though.

Deduk has seemed strangely withdrawn as of late...

It seems that a giant cave swallow has managed to fond its way in somehow.

It appears that the bird had not only somehow managed to put on full steel armor, but also fly around in it.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 04, 2009, 04:59:12 am**

(So you got the save working all right?)

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 04, 2009, 05:47:09 am**

Quote from: [abculatter_2](#) on August 04, 2009, 04:29:39 am
It seems we have run out of wood logs. Someone will have to go get more...

Oh god, really? this just can only end badly.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 04, 2009, 06:04:00 am**

Quote from: [nahkh](#) on August 04, 2009, 04:59:12 am
(So you got the save working all right?)

Yes, I did.

Quote from: [Kamrusepas](#) on August 04, 2009, 05:47:09 am
Quote from: [abculatter_2](#) on August 04, 2009, 04:29:39 am
It seems we have run out of wood logs. Someone will have to go get more...
Oh god, really? this just can only end badly.

I better save beforehand...

Ya know, just in case.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 04, 2009, 06:50:13 am**

Does anyone know how much power windmills make on this map?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **nahkh** on **August 04, 2009, 06:54:00 am**

No idea.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **skaltum** on **August 04, 2009, 06:55:53 am**

Quote from: abculatter_2 on August 04, 2009, 06:50:13 am

Does anyone know how much power windmills make on this map?

they make 35 by default i think. i've never used windmills on high z levels before

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Kamrusepas** on **August 04, 2009, 06:58:58 am**

Sacrifice - Your role may be thankless, but if your willing to give it your all, you just might bring success to thoses who outlast you.

Good luck young dwarf, may you die with honour. No clue about windmills, but water wheels are better. random useless infomation - I redesigned the whole bedroom level(s) with the " THLawrence's Living Pods, lobby version". it was great, but then it crashed, destroying all my hard work.

http://dwarf.lendemaindeveille.com/index.php/Power (http://dwarf.lendemaindeveille.com/index.php/Power)

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **abculatter_2** on **August 04, 2009, 07:02:32 am**

Quote from: Kamrusepas on August 04, 2009, 06:58:58 am

No clue about windmills, but water wheels are better.

Yes, but you seem to have forgotten the lack of water on this map.

I guess I'll find out soon enough.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **skaltum** on **August 04, 2009, 07:05:32 am**

right i've just loaded my map with the magma maze of doom which is powered by windmills

1z is 40

3z is 40

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Kamrusepas** on **August 04, 2009, 07:07:14 am**

Quote

Yes, but you seem to have forgotten the lack of water on this map.

So create it using nahkh water...thing? use the power to create the power using pumps!

Edit: I dont think theses things through :)

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **abculatter_2** on **August 04, 2009, 07:17:06 am**

Quote from: skaltum on August 04, 2009, 07:05:32 am

right i've just loaded my map with the magma maze of doom which is powered by windmills

1z is 40

3z is 40

Is this on the map I'm playing right now? Windmill power output varies from area to area.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **skaltum** on **August 04, 2009, 07:19:05 am**

Quote from: abculatter_2 on August 04, 2009, 07:17:06 am

Quote from: skaltum on August 04, 2009, 07:05:32 am

right i've just loaded my map with the magma maze of doom which is powered by windmills

1z is 40

3z is 40

Is this on the map I'm playing right now? Windmill power output varies from area to area.

no it isn't it's on one of my hardcore digdeeper forts where orcs breathe fire.

i havn't really used windmills on mountinous regions so i duno what power will be like for SG4

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **nahkh** on **August 04, 2009, 07:37:18 am**

The power output of a windmill is pretty much random. I think 40 is the maximum.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Demonic Spoon** on **August 04, 2009, 07:48:14 am**

Why do you want to get everyone killed abcul? Also, you can toss all our mugs at them, we'll have more than enough by spring to trade out the elves and the humans.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 04, 2009, 07:54:32 am**

Quote from: Demonic Spoon on August 04, 2009, 07:48:14 am
Why do you want to get everyone killed abcul? Also, you can toss all our mugs at them, we'll have more tyhan enough by spring to trade out the elves and the humans.

I don't WANT to get everyone killed, I just know they're all doomed.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 04, 2009, 07:57:30 am**

You're planning to actually let them outside, and it would appear that you left the entrance unsealed allowing kobolds to enter... Also we've been living off the wood the caravans have been bringing every now and then, I remember asking for wood and barrels form the dwarves so they should have some of both. I would have done the same for the humans but their liasion died in a unfortunate accident. Also, the first dwarven caravan took care of the two GCS at the cost of a few of their guards.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 04, 2009, 08:26:23 am**

Quote
The wyrvens killed all the dwarves I sent at them, including several of our legendsaries...
...
A wizard once taught me of this thing he called "savescumming"... I wonder if now would be a good time to use it...

So, should I savescum? It's been a long time since my last save...

I've never seen a tantrum spiral before, but I think I'm about to... though I could be wrong...

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 04, 2009, 08:46:51 am**

Quote from: abculatter_2 on August 04, 2009, 08:26:23 am
Quote
The wyrvens killed all the dwarves I sent at them, including several of our legendsaries...
...
A wizard once taught me of this thing he called "savescumming"... I wonder if now would be a good time to use it...

So, should I savescum? It's been a long time since my last save...

I've never seen a tantrum spiral before, but I think I'm about to... though I could be wrong...

Tantrum spirals are the 2nd most epic thing that can happen; if you watch carefully you can see how one dwarf causes another one, that causes 2 more to have tantrums etc.

More random babble - Yesterday my fort of 300 dwarves decided that it was a good time to have a tantrum spiral, so in slow motion they all decided to completely screw up the fortress and run around pulling levers and other random/crazy things. <- In other words, its worth making huge fortress just to watch them emo themselves to death.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 04, 2009, 08:48:55 am**

Quote from: Kamrusepas on August 04, 2009, 08:46:51 am
Quote from: abculatter_2 on August 04, 2009, 08:26:23 am
Quote
The wyrvens killed all the dwarves I sent at them, including several of our legendsaries...
...
A wizard once taught me of this thing he called "savescumming"... I wonder if now would be a good time to use it...

So, should I savescum? It's been a long time since my last save...

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Tantrum spirals are the 2rd most epic thing that can happen; if you watch carefully you can see how one dwarf causes another one, that causes 2 more to have tantrums etc.

More useless infomation - Yesterday my fort of 300 dwarves decided that it was a good time to have a tantrum spiral, so in slow motion they all decided to completely screw up the fortress and run around pulling levers and other random/crazy things. <- In other words, its worth making huge fortress just to watch them emo themselves to death.

Yeah well, I'm supposed to give the next person a PLAYABLE map...

Also, 2rd?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 04, 2009, 08:51:23 am**

Quote
Yeah well, I'm supposed to give the next person a PLAYABLE map...

This is sparkgear, you dont have to give them a playable map. you should, but you dont have to...

Quote
Also, 2nd?

Everybody knows that magma is the 1st, watching it slowly flood your fortress and peak into the outside world...

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 04, 2009, 08:52:08 am**

Quote from: Kamrusepas on August 04, 2009, 08:51:23 am
Quote
Yeah well, I'm supposed to give the next person a PLAYABLE map...

This is sparkgear, you dont have to give them a playable map. you should, but you dont have to...

Quote
Also, 2rd?

What?

u said 2rd earlier. surely you meant 2nd or 3rd

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Kamrusepas** on **August 04, 2009, 08:55:33 am**

Quote

u said 2rd earlier. surely you meant 2nd or 3rd

Oops, fixed.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **abculatter_2** on **August 04, 2009, 08:56:32 am**

Yeah, I don't think they're going to stop tantruming...

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Kamrusepas** on **August 04, 2009, 08:59:23 am**

By reclaiming Barbarossa has doomed us all, cant see any other way around this problem apart from reclaiming again and locking the fort up; so nobody dies causing a spiral.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Demonic Spoon** on **August 04, 2009, 09:00:45 am**

What did you do abcul? They were all happy during my turn, though I *did* have thew idle most of the time hanging out in the statue garden...

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **abculatter_2** on **August 04, 2009, 09:03:29 am**

Quote from: Demonic Spoon on August 04, 2009, 09:00:45 am

What did you do abcul? They were all happy during my turn, though I *did* have thew idle most of the time hanging out in the statue garden...

About five dwarves died trying to kill two wryvens.

It was all downhill from there.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Kamrusepas** on **August 04, 2009, 09:05:43 am**

Quote from: abculatter_2 on August 04, 2009, 09:03:29 am

Quote from: Demonic Spoon on August 04, 2009, 09:00:45 am

What did you do abcul? They were all happy during my turn, though I *did* have thew idle most of the time hanging out in the statue garden...

About five dwarves died trying to kill two wryvens.

It was all downhill from there.

Its because everybody is everybodys friend, deaths are 90% of causes for spirals. having statue gardens often causes dwarfs to spend more time partying and becoming friends than working/hauling **but** they make dwarfs happy.

Note - The design of the fortress causes bad thoughts due to noise.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Demonic Spoon** on **August 04, 2009, 09:12:57 am**

What? But the bedrooms are far below the workshops...

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **abculatter_2** on **August 04, 2009, 09:18:23 am**

WHAT SHOULD I DO? First to answer tells me what I do next;

Should I reclaim or savescum?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **skaltum** on **August 04, 2009, 09:19:01 am**

Quote from: abculatter_2 on August 04, 2009, 09:18:23 am

WHAT SHOULD I DO? First to answer tells me what I do next;

Should I reclaim or savescum?

reclaim for the 4-5th time ;D

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Demonic Spoon** on **August 04, 2009, 09:19:26 am**

Savescum, another reclaim will topple the fortress, it would start with too many dwarves making the food requirements too high, and there would be new monsters, also we have a legendary stonecrafter.

Damnit, beat me.

And it would be the 3RD time.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **abculatter_2** on **August 04, 2009, 09:22:38 am**

[Quote from: Demonic Spoon on August 04, 2009, 09:19:26 am](#)

Savescum, another reclaim will topple the fortress, it would start with too many dwarves making the food requirements too high, and there would be new monsters, also we have a legendary stonecrafter.

Damnit, beat me.

You provide a much more convincing reason.

But I did say I'd do what the first person said...

...
ZOMG DF CRASHED! Looks like I'll have to savscum!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 04, 2009, 09:23:29 am**

Yes!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 04, 2009, 09:23:54 am**

Eating causes noise by 2 tiles, partys probably do(?) and building workshops and mining causes alot. this is why having bedrooms -9 levels down from your main fortress is a good idea.

more research into stockpiles needs to be done o_o.

Quote

ZOMG DF CRASHED! Looks like I'll have to savscum!

Wait until you design massive area's for future planning. it hurts alot more :(

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 04, 2009, 09:25:08 am**

[Quote from: Kamrusepas on August 04, 2009, 09:23:54 am](#)

Eating causes noise by 2 tiles, partys probably do(?) and building workshops and mining causes alot. this is why having bedrooms -9 levels down from your main fortress is a good idea.

more research into stockpiles needs to be done o_o.

Quote

ZOMG DF CRASHED! Looks like I'll have to savscum!

Wait until you design massive area's for future planning. it hurts alot more :(

I did get the magma defense system laid out and ready, but it's completely erased now.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 04, 2009, 09:26:25 am**

Lol, forgot about eating making noise. Whoops

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 04, 2009, 09:34:53 am**

[Quote from: Kamrusepas on August 04, 2009, 08:59:23 am](#)

By reclaiming Barbarossa has doomed us all, cant see any other way around this problem apart from reclaiming again and locking the fort up; so nobody dies causing a spiral.

I tried to do that, But BALOSHUR attacked us from the depths.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 04, 2009, 09:35:53 am**

[Quote from: Demonic Spoon on August 04, 2009, 09:26:25 am](#)

Lol, forgot about eating making noise. Whoops

i din't even know that eating made a noise O_O

edit: must be when they burp afterwards.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 04, 2009, 09:44:38 am**

Dwarves have no table manners...

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 04, 2009, 10:02:57 am**

[Quote from: Demonic Spoon on August 04, 2009, 09:44:38 am](#)

Dwarves have no table manners...

only the nobles dear. and the difference between them and normal dwarfs is that nobles make stupid mandates 89% of the time and don't work at all (unless it's the awesum dungeon master)

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 04, 2009, 10:05:56 am**

The philosopher and king don't make mandates.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 04, 2009, 10:17:35 am**

The philosopher can haul, right?

PS: Dungeon Masters ROCK!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 04, 2009, 10:19:28 am**

Quote from: Barbarossa the Seal God on August 04, 2009, 10:17:35 am
The philosopher can haul, right?
PS: Dungeon Masters ROCK!

Yep, Also farm and de-construct walls and sometimes even trade (at the depot)

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 04, 2009, 10:25:59 am**

Quote from: Demonic Spoon on August 04, 2009, 10:05:56 am
The philosopher and king don't make mandates.

yeah but their not like a dungeon master who actually works and tames exotic beasts. but military leasders are fun because there unfortunatly constantly on duty but they make no demands and fight which is great if they are an elite marksdwarf oh and they come mainly with superior or better equipment ;D

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 04, 2009, 10:26:28 am**

Damn those parties!

My moody dwarf needs a lot of stone, which I probably won't be able to provide in time, and he's friends with most of the fort.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 04, 2009, 10:28:06 am**

Quote from: abculatter_2 on August 04, 2009, 10:26:28 am
Damn those parties!
My moody dwarf needs a lot of stone, which I probably won't be able to provide in time, and he's friends with most of the fort.

simple resize the room their usin for a party cause it instantly ends it

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 04, 2009, 10:33:49 am**

SparkGear, where we teach old dogs new tricks.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 04, 2009, 10:37:23 am**

Quote from: skaltum on August 04, 2009, 10:28:06 am
Quote from: abculatter_2 on August 04, 2009, 10:26:28 am
Damn those parties!
My moody dwarf needs a lot of stone, which I probably won't be able to provide in time, and he's friends with most of the fort.

simple resize the room their usin for a party cause it instantly ends it

I mean the parties make everyone friends with each other, which means that it only takes one accident for the entire fortress to go spiraling down.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 04, 2009, 10:41:48 am**

Everyone's already friends.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 04, 2009, 10:52:37 am**

Quote from: abculatter_2 on August 04, 2009, 10:37:23 am
Quote from: skaltum on August 04, 2009, 10:28:06 am
Quote from: abculatter_2 on August 04, 2009, 10:26:28 am
Damn those parties!
My moody dwarf needs a lot of stone, which I probably won't be able to provide in time, and he's friends with most of the fort.

simple resize the room their usin for a party cause it instantly ends it

I mean the parties make everyone friends with each other, which means that it only takes one accident for the entire fortress to go spiraling down.

in case you misunderstood me. if a party is happening and you want your dwarfs back to work then your resize the room which ends the party and causes the dwarfs who were partying to go back to work. WITHOUT any negative thoughts meaning you can get the stone the moody one needs

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 04, 2009, 10:56:12 am**

also what i've noticed with parties and small meeting zones is that dwarfs become friends quickly and after about 1 or 2 months lovers and then another season or 2 and then they marry and approximatly one year later they have a baby.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 04, 2009, 11:15:25 am**

That's why I made the room 7x7 instead of my usual 5x5, because I knew you guys would get dwarves killed.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **skaltum** on **August 04, 2009, 11:19:33 am**

Quote from: Demonic Spoon on August 04, 2009, 11:15:25 am

That's why I made the room 7x7 instead of my usual 5x5, because I knew you guys would get dwarves killed.

i'll prove you wrong spoon. if all is okay when it's my turn i will have less than 7 deaths max IF any at all

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **abculatter_2** on **August 04, 2009, 11:25:36 am**

Quote from: skaltum on August 04, 2009, 11:19:33 am

Quote from: Demonic Spoon on August 04, 2009, 11:15:25 am

That's why I made the room 7x7 instead of my usual 5x5, because I knew you guys would get dwarves killed.

i'll prove you wrong spoon. if all is okay when it's my turn i will have less than 7 deaths max IF any at all

It'll take less then that to start a tantrum spiral.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **skaltum** on **August 04, 2009, 12:30:21 pm**

Quote from: abculatter_2 on August 04, 2009, 11:25:36 am

Quote from: skaltum on August 04, 2009, 11:19:33 am

Quote from: Demonic Spoon on August 04, 2009, 11:15:25 am

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i'll prove you wrong spoon. if all is okay when it's my turn i will have less than 7 deaths max IF any at all

It'll take less then that to start a tantrum spiral.

i kno :C about 2 i think if there all ecstatic but witness the death

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **abculatter_2** on **August 04, 2009, 12:47:22 pm**

I'm going to see if I can finish this magma defense system, then hand it off to the next dood.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **skaltum** on **August 04, 2009, 12:49:12 pm**

Quote from: abculatter_2 on August 04, 2009, 12:47:22 pm

I'm going to see if I can finish this magma defense system, then hand it off to the next dood.

thats me i think. NAHKH ooohhh NAHKH the front page could use an update

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Kamrusepas** on **August 04, 2009, 12:50:28 pm**

Quote from: abculatter_2 on August 04, 2009, 12:47:22 pm

I'm going to see if I can finish this magma defense system, then hand it off to the next dood.

You have like 5 hours left?

Quote

thats me i think. NAHKH ooohhh NAHKH the front page could use an update

Nahkh seems like connected to this sparkgear. lets blame it on Barbarossa !?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **skaltum** on **August 04, 2009, 12:56:45 pm**

ABCULATTER whats the current state of affairs like?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Demonic Spoon** on **August 04, 2009, 01:16:11 pm**

Completely Off Topic

Hey cool! There's gorrilla's in df vanilla!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **skaltum** on **August 04, 2009, 01:17:33 pm**

Quote from: Demonic Spoon on August 04, 2009, 01:16:11 pm

Completely Off Topic

Hey cool! There's gorrilla's in df vanilla!

and elephants, mandrills,bonobos,chimps. the lot

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **abculatter_2** on **August 04, 2009, 01:31:38 pm**

Quote from: skaltum on August 04, 2009, 12:56:45 pm

ABCULATTER whats the current state of affairs like?

Currently, we're under siege. This wouldn't be a problem if I didn't need more wood for the magma defense system.

Our food and booze is also stable, though not automated, so I have to keep checking up on the stores occasionally.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 04, 2009, 01:34:27 pm**

Quote from: abculatter_2 on August 04, 2009, 01:31:38 pm

Quote from: skaltum on August 04, 2009, 12:56:45 pm

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Currently, we're under siege. This wouldn't be a problem if I didn't need more wood for the magma defense system.

Our food and booze is also stable, though not automated, so I have to keep checking up on the stores occasionally.

whats wrong with stone ???

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 04, 2009, 01:36:35 pm**

Quote from: skaltum on August 04, 2009, 01:34:27 pm

Quote from: abculatter_2 on August 04, 2009, 01:31:38 pm

Quote from: skaltum on August 04, 2009, 12:56:45 pm

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Our food and booze is also stable, though not automated, so I have to keep checking up on the stores occasionally.

whats wrong with stone ???

You can't build axles or windmills out of stone.

It's crap, but that's the way DF works.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 04, 2009, 01:37:57 pm**

Quote from: abculatter_2 on August 04, 2009, 01:36:35 pm

Quote from: skaltum on August 04, 2009, 01:34:27 pm

Quote from: abculatter_2 on August 04, 2009, 01:31:38 pm

Quote from: skaltum on August 04, 2009, 12:56:45 pm

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Our food and booze is also stable, though not automated, so I have to keep checking up on the stores occasionally.

whats wrong with stone ???

You can't build axles or windmills out of stone.

It's crap, but that's the way DF works.

i hope toady changes that in later versions then :'(.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 04, 2009, 01:42:32 pm**

Quote from: skaltum on August 04, 2009, 01:17:33 pm

Quote from: Demonic Spoon on August 04, 2009, 01:16:11 pm

Completely Off Topic

Hey cool! There's gorrilla's in df vanilla!

and elephants, mandrills,bonobos,chimps. the lot

I knew about all that yes, but I didn't know there were *gorrilas*...hehe, ape army project is go!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 04, 2009, 01:45:02 pm**

Nothing good EVER comes from going outside.

I just tried to build a windmill outside the fort, but first a giant cave swallow attacked and then, just as the squad I sent out killed that, the goblin thought it would be a nice time to get smart. And charged them all.

Now it's either savescum *again* or face a tantrum spiral.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 04, 2009, 01:45:44 pm**

Quote from: abculatter_2 on August 04, 2009, 01:45:02 pm

Nothing good EVER comes from going outside.

Tha's what I've been trying to tell you.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 04, 2009, 01:49:47 pm**

I hate these damn squads! You can't just activate one dwarf at a time.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 04, 2009, 01:55:47 pm**

Quote from: abculatter_2 on August 04, 2009, 01:49:47 pm

I hate these damn squads! You can't just activate one dwarf at a time.

for melee i do squads of 2 and for marksdwarfs i use single squads

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 04, 2009, 02:05:49 pm**

ARG FUCKING FRIEND UNHAPPINESS FUCKING ERRRRRRRRRRRRRRRRRG!!!!

I really don't feel like dealing with this right now... I'd like to just go to sleep.

WHO WANTS THE TURN?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 04, 2009, 02:09:17 pm**

I'm scared at how much you probably messed everything up, not me.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 04, 2009, 02:09:26 pm**

Quote from: abculatter_2 on August 04, 2009, 02:05:49 pm

ARG FUCKING FRIEND UNHAPPINESS FUCKING ERRRRRRRRRRRRRRRRRG!!!!

I really don't feel like dealing with this right now... I'd like to just go to sleep.

WHO WANTS THE TURN?

well it's mine next so no one FUK IT UP! give it to spoon cause recently he's been a great help

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 04, 2009, 02:12:22 pm**

Quote from: Demonic Spoon on August 04, 2009, 02:09:17 pm

I'm scared at how much you probably messed everything up, not me.

Don't worry, the worst of it has been savescummed away.

Plus, the magma defense system is almost done, and I'm adding notes to tell you where to place stuff. We need more wood though.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 04, 2009, 02:13:02 pm**

I don't.

I'm better than all of you guys. I'm steak and you're NOTHING.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 04, 2009, 02:18:00 pm**

Quote from: Barbarossa the Seal God on August 04, 2009, 02:13:02 pm

I don't.

I'm better than all of you guys. I'm steak and you're NOTHING.

steak in a dragons belly while the rest of us fix this hell hole

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 04, 2009, 02:20:05 pm**

When I said "not me", I meant don't give me the save.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 04, 2009, 02:26:01 pm**

Here's the save, do what you want with it:
http://dfffd.wimbli.com/file.php?id=1299

I'm pretty sure I made it quite clear how to finish the magma defense system. And if you fuckers mess it up before it's even finished I'll come to your house and start rattling pots and pans while you sleep.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 04, 2009, 02:26:43 pm**

Quote from: abculatter_2 on August 04, 2009, 02:26:01 pm

Here's the save, do what you want with it:

I'm pretty sure I made it quite clear how to finish the magma defense system. And if you fuckers mess it up before it's even finished I'll come to your house and start rattling pots and pans.

time to start my turn early then :/

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 04, 2009, 02:33:57 pm**

Blaaaaaaaaaaaaaaaaaaaaah.

My internet's taking forev-

504 Gateway Time-out
nginx/0.8.4

FUCKING FUCK

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 04, 2009, 02:34:35 pm**

Quote from: abculatter_2 on August 04, 2009, 02:33:57 pm

Blaaaaaaaaaaaaaaaaaaaah.

My internet's taking forev-

504 Gateway Time-out
nginx/0.8.4

FUCKING FUCK

is it broadband?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **abculatter_2** on **August 04, 2009, 02:35:45 pm**

Quote from: skaltum on August 04, 2009, 02:34:35 pm

Quote from: abculatter_2 on August 04, 2009, 02:33:57 pm

Blaaaaaaaaaaaaaaaaaaaah.

My internet's taking forev-

504 Gateway Time-out
nginx/0.8.4

FUCKING FUCK

is it broadband?

DSL.

Actually, I don't think it's my internet. This page loaded in seconds, yet DFFD is taking forever.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **skaltum** on **August 04, 2009, 02:37:07 pm**

Quote from: abculatter_2 on August 04, 2009, 02:35:45 pm

Quote from: skaltum on August 04, 2009, 02:34:35 pm

Quote from: abculatter_2 on August 04, 2009, 02:33:57 pm

Blaaaaaaaaaaaaaaaaaaaah.

My internet's taking forev-

504 Gateway Time-out
nginx/0.8.4

FUCKING FUCK

is it broadband?

DSL.

Actually, I don't think it's my internet. This page loaded in seconds, yet DFFD is taking forever.

DFFD loaded in about 12 secs for me :s

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **abculatter_2** on **August 04, 2009, 02:38:56 pm**

Quote from: abculatter_2 on August 04, 2009, 02:26:01 pm

Here's the save, do what you want with it:
http://dffd.wimbli.com/file.php?id=1299

Sleep time. Good luck.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **skaltum** on **August 04, 2009, 02:39:41 pm**

Quote from: abculatter_2 on August 04, 2009, 02:38:56 pm

Quote from: abculatter_2 on August 04, 2009, 02:26:01 pm

Here's the save, do what you want with it:
http://dffd.wimbli.com/file.php?id=1299

Sleep time. Good luck.

yay time for me to have 1 1/2 turns of FUN

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **ToonyMan** on **August 04, 2009, 02:48:08 pm**

Welp, sorry, lightning struck a tree in my backyard and blew it up. So I was without internet for a few days. I'm back now though. Put me in again or something.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **skaltum** on **August 04, 2009, 02:49:40 pm**

Quote from: ToonyMan on August 04, 2009, 02:48:08 pm

Welp, sorry, lightning struck a tree in my backyard and blew it up. So I was without internet for a few days. I'm back now though. Put me in again or something.

you weren't hurt were you?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Kamrusepas** on **August 04, 2009, 02:53:16 pm**

Quote from: skaltum on August 04, 2009, 02:49:40 pm

Quote from: ToonyMan on August 04, 2009, 02:48:08 pm

Welp, sorry, lightning struck a tree in my backyard and blew it up. So I was without internet for a few days. I'm back now though. Put me in again or something.

you weren't hurt were you?

of course he isnt, hes fucking toonyman.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **ToonyMan** on **August 04, 2009, 02:57:06 pm**

Don't say that in front of the car. :'(

Who knew wood was so powerful if used right.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 04, 2009, 02:57:54 pm**

Quote from: ToonyMan on August 04, 2009, 02:57:06 pm

Don't say that in front of the car. :'(

Who knew wood was so powerful if used right.

damm elves

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 04, 2009, 03:16:25 pm**

my first impression is.

time for fun
why the FUCK is there no military (unless this is a fresh revert)
and time to make sum goddam fortifications

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 04, 2009, 03:23:30 pm**

Who needs military when you can make traps!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 04, 2009, 03:24:09 pm**

Quote from: Kamrusepas on August 04, 2009, 03:23:30 pm

Who needs military when you can make traps!

cos traps jam

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 04, 2009, 03:25:15 pm**

Millions of glorious traps, to line our conveniently long entrance hallway.

Quote from: skaltum on August 04, 2009, 03:24:09 pm

cos traps jam

That's why you make more of them than will ever be needed.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 04, 2009, 03:27:13 pm**

Quote from: Demonic Spoon on August 04, 2009, 03:25:15 pm

Millions of glorious traps, to line our conveniently long entrance hallway.

Quote from: skaltum on August 04, 2009, 03:24:09 pm

cos traps jam

That's why you make more of them than will ever be needed.

which will eventually jam anyway. but theres no traps atm

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 04, 2009, 04:38:05 pm**

Quote from: Demonic Spoon on August 04, 2009, 03:25:15 pm

Millions of glorious traps, to line our conveniently long entrance hallway.

Quote from: skaltum on August 04, 2009, 03:24:09 pm

cos traps jam

That's why you make more of them than will ever be needed.

IMPOSSIBLE!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 04, 2009, 04:44:36 pm**

Quote from: Barbarossa the Seal God on August 04, 2009, 04:38:05 pm

Quote from: Demonic Spoon on August 04, 2009, 03:25:15 pm

Millions of glorious traps, to line our conveniently long entrance hallway.

Quote from: skaltum on August 04, 2009, 03:24:09 pm

cos traps jam

That's why you make more of them than will ever be needed.

IMPOSSIBLE!

be quite you!

also no more unhappy dwarfs at the moment and i'm working on the outer lock defenses with ammo stockpiles inside. after the siege i may improve these into big ass towers

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 04, 2009, 10:51:41 pm**

THE MAGMA DEFENSE SYSTEM. FINISH IT.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 05, 2009, 02:43:46 am**

(I'll update the front page once I get home from work)

I figured I'd live up to my disclaimer of hating micromanagement. You guys seem to doing fine without me holding your hands. Although I've learned a few things from this SG. Before I leave the fort to you ravenous horde, I've gotta spend a lot of time picking the site. No more picking it at the last minute -crap. Also, I've got to establish a proper setting. Some global objective that people ought to work towards. The reason why we're here. For instance, in SG3 we were fighting orcs (or rather, struggling to survive).

Maybe I'll focus on drawing mspaint fanart of this fort, to make up for the map.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 05, 2009, 05:44:14 am**

Quote from: abculatter_2 on August 04, 2009, 10:51:41 pm
**THE MAGMA DEFENSE SYSTEM.
FINISH IT.**

i haven't been able to get anywood as i'm sorting out the defenses and hallways before i decide to end the siege

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 05, 2009, 07:59:18 am**

For traps it's very simple, there can never be more than 80 units in a siege force, so make 200 cage traps.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 05, 2009, 08:00:39 am**

Quote from: Demonic Spoon on August 05, 2009, 07:59:18 am
For traps it's very simple, there can never be more than 80 units in a siege force, so make 200 cage traps.

thats a LOT of metal.....

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 05, 2009, 08:04:25 am**

Metal? Cages can also be made form wood or glass.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 05, 2009, 08:06:30 am**

Quote from: Demonic Spoon on August 05, 2009, 08:04:25 am
Metal? Cages can also be made form wood or glass.

i duno if thers sand on this map but wood is needed for much more inportant things right now

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 05, 2009, 08:16:33 am**

But...cages!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 05, 2009, 08:18:02 am**

Quote from: Demonic Spoon on August 05, 2009, 08:16:33 am
But...cages!

are currently a major after thought for now

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 05, 2009, 08:19:54 am**

I would suggest not using cages, they decrease fps and require much more effort. weapon traps on the other hand dont; only 20% chance that they jam and dont leave fps reducing caged animals (plus they can be insta-kill on orcs leaving bones, wonderful tasty bones)

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 05, 2009, 08:21:36 am**

But you can't throw them off a ridiculously high tower or have arena matches with them!

EDIT: Btw, I'm not suggesting the traps to deal with the orcs, only the other hostiles, since orcs have trapavoid...

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 05, 2009, 08:22:24 am**

Quote from: Demonic Spoon on August 05, 2009, 08:21:36 am
But you can't throw them off a ridiculously high tower or have arena matches with them!

But arena matches get boring within minutes :(they arent worth the time nor effort.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 05, 2009, 08:23:10 am**

Lies.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 05, 2009, 08:25:44 am**

Quote from: Demonic Spoon on August 05, 2009, 08:23:10 am

Lies.

Ok then, assuming you dont hate anime; download/watch higurashi no naku koro ni while playing DF?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 05, 2009, 08:27:03 am**

Say what?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 05, 2009, 08:30:33 am**

Quote from: Demonic Spoon on August 05, 2009, 08:27:03 am

Say what?

<http://en.wikipedia.org/wiki/Anime> (In short: japanese cartoons)

http://en.wikipedia.org/wiki/Higurashi_no_Naku_Koro_ni (Young **creepy** children kill eacher repeatably in a confusing plot)

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 05, 2009, 08:46:50 am**

I know what *anime* is, just didn't get the rest. Thanks.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 05, 2009, 08:50:22 am**

Quote from: Demonic Spoon on August 05, 2009, 08:46:50 am

I know what *anime* is, just didn't get the rest. Thanks.

Getting a sense of passive aggression with the mix of "kamrusepas is weird" :(

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 05, 2009, 08:52:00 am**

Nah, just never really watched anime.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Tarquinius** on **August 05, 2009, 08:58:07 am**

Quote from: Kamrusepas on August 05, 2009, 08:25:44 am

watch higurashi no naku koro ni while playing DF?

I need to get back to watching that. If my memory is correct, I only watched up to Watanagashi-hen. Slightly more on topic, has anyone posted a map on the archive yet?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 05, 2009, 08:59:22 am**

Quote from: Demonic Spoon on August 02, 2009, 03:24:54 pm

Map Before: <http://www.mkv25.net/dfma/map-6601-sparkgear4>

Map After: <http://www.mkv25.net/dfma/map-6602-sparkgear4>

And you're cool kamresupas, though slightly too critical of my work.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 05, 2009, 10:52:59 am**

righto works begun on the magma cannon and temporary pillboxs and traps have been set up at the enterence. a fey metal crafter is now happy which no one informed me about ⇢. we got a bit of wood but not much. i may eventually add floodgates to path the cannon when it is completed

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 05, 2009, 10:57:29 am**

Off Topic, Lexx is the awesomest show ever.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 05, 2009, 11:21:10 am**

cannon hooked up and awaiting a test fire. all that needs doing now is marking the ignition lever and make the floodgates and link them. i've dug a big ass patch of soil near the chasm for farms and stock piles :)

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 05, 2009, 11:22:31 am**

What?! Sanity?! >:({

THIS! IS! SPARKGEAR!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 05, 2009, 11:23:44 am**

Quote from: Demonic Spoon on August 05, 2009, 11:22:31 am

What?! Sanity?! >:({
THIS! IS! SPARKGEAR!

this is also avoiding tantrums and stabalising the fort economy (not dwarven thank god) and finishing a kickass weapon

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 05, 2009, 11:25:19 am**

Well I suppose the magma weapon does balance out all the sane stuff but it has so many safety measures... :(

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 05, 2009, 11:26:59 am**

Quote from: Demonic Spoon on August 05, 2009, 11:25:19 am

Well I suppose the magma weapon does balance out all the sane stuff but it has so many safety measures... :(

well

1. it keeps everyone safe
2. it's only 2 levers to pull
3. it makes it shoot fast
- 4.crispy badguys
5. u can kill everyone later

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 05, 2009, 11:29:26 am**

You make sense, this has my seal of approval!

...I really need to get a seal of approval picture.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **ToonyMan** on **August 05, 2009, 11:31:05 am**



You can use mine.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 05, 2009, 11:31:47 am**

Quote from: Demonic Spoon on August 05, 2009, 11:29:26 am

You make sense, this has my seal of approval!
...I really need to get a seal of approval picture.

gaint

demonic approved

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 05, 2009, 11:32:32 am**

Thanks ToonyMan, but I think I'll make something myself maybe?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 05, 2009, 11:33:32 am**

Quote from: Demonic Spoon on August 05, 2009, 11:32:32 am
Thanks toonyman, but I think I'll make something myself maybe?

THE OFFICIAL SEAL OF THE SG SPACE PROGRAM? with several flying dwarves to add to the pic

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 05, 2009, 11:36:51 am**

iv'e placed two mason shops in the new soil store with MAGMA-SAFE alunite. use it for your magma realated misshaps

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 05, 2009, 11:47:17 am**

A known fact of sparkgear is that magma cannons never go right. time to start building an necropolis and prepare for tantrum spirals.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 05, 2009, 11:49:18 am**

oh dear. barak and an armorsmith have married O_O

i'm now going to use part of the courtyard at the temple for a large meeting zone as well as it contains 4 butchers and a cage with all those fukin dogs killin the fps. i set up a magma dump and had to floor part of it up thanks to a piece of graphite >:(. the mechanics are on breaks. all 4 of them so i'm waitin for them to get bak 2 work so i can test the weapon of doom but i'm going to have to rebuild the obsidian bridge entrance with alunite so it dun't melt

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 05, 2009, 12:07:28 pm**

dupe dee duu smoothing the tubes and linkin the last gates in place

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 05, 2009, 12:12:17 pm**

:'(:'(:'(:'(:'(

the economy has arrived

:'(:'(:'(:'(:'(

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 05, 2009, 12:13:35 pm**

You arent minting coins...right?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 05, 2009, 12:15:23 pm**

Quote from: Kamrusepas on August 05, 2009, 12:13:35 pm

You arent minting coins...right?

none as far as i kno. BUUUT the 2D version required coins to activate it but 40D economy starts witg 80 dwarves and 25 jobs in 5 selected areas. it's on the wiki

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 05, 2009, 12:18:43 pm**

Quote from: skaltum on August 05, 2009, 12:15:23 pm

Quote from: Kamrusepas on August 05, 2009, 12:13:35 pm

You arent minting coins...right?

none as far as i kno. BUUUT the 2D version required coins to activate it but 40D economy starts witg 80 dwarves and 25 jobs in 5 selected areas. it's on the wiki

I know, but alot of people seem to think that running the dwarven economy ***requires*** coins, this isnt true; if anything it makes it harder for dwarves to do anything and just causes a massive decrease in fps.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 05, 2009, 12:18:54 pm**

now expanding the soil layer to become shop floor as well :(

i hate economy sumtimes

and i was just about to test the cannon

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 05, 2009, 12:19:20 pm**

Quote from: Kamrusepas on August 05, 2009, 12:18:43 pm

Quote from: skaltum on August 05, 2009, 12:15:23 pm

Quote from: Kamrusepas on August 05, 2009, 12:13:35 pm

You arent minting coins...right?

none as far as i kno. BUUUT the 2D version required coins to activate it but 40D economy starts witg 80 dwarves and 25 jobs in 5 selected areas. it's on the wiki

I know, but alot of people seem to think that running the dwarven economy ***requires*** coins, this isnt true; if anything it makes it harder for dwarves to do anything and just causes a massive decrease in fps.

you can use coins if u want but there not required

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 05, 2009, 12:20:11 pm**

Quote

you can use coins if u want but there not required

Nah, coins should never be used. until they have a purpose and arent a massive drain on resources.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **skaltum** on **August 05, 2009, 12:21:13 pm**

Quote from: Kamrusepas on August 05, 2009, 12:20:11 pm

Quote

you can use coins if u want but there not required

Nah, coins should never be used. until they have a purpose and arent a massive drain on resources.

for adventurers in a catacomb before the economy? i did it once and instantly killed myself :P

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **skaltum** on **August 05, 2009, 12:22:14 pm**

major off topic

Quote from: Baughn on August 05, 2009, 12:21:02 pm

According to Toady, d14 should be out by tomorrow or so.. unless he gets in a good run fixing stuff for the next *real* release, in which case it might be longer.

At any rate, your suffering is soon to end. Have faith.

;D

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Kamrusepas** on **August 05, 2009, 12:30:30 pm**

Also remember to build quite a few shops for a large variation of items, stock and price.

Quote from: skaltum on August 05, 2009, 12:22:14 pm

major off topic

Quote from: Baughn on August 05, 2009, 12:21:02 pm

According to Toady, d14 should be out by tomorrow or so.. unless he gets in a good run fixing stuff for the next *real* release, in which case it might be longer.

At any rate, your suffering is soon to end. Have faith.

;D

Yay!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **skaltum** on **August 05, 2009, 12:32:38 pm**

i tested the cannon and.....fail i need 141 power :(i'll upload the recorded vid soon

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **skaltum** on **August 05, 2009, 12:34:30 pm**

all of a sudden i hate DS's dwarf. she controls the economy :(and prices

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Demonic Spoon** on **August 05, 2009, 12:41:29 pm**

I am the lynchpin of the fort! You can't kill me! The fort would devolve into chaos with out! I don't wanna die!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **skaltum** on **August 05, 2009, 12:46:50 pm**

i killed the swallows :P

~~just a baby left now~~

no more left :P

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **skaltum** on **August 05, 2009, 01:03:19 pm**

AT LAST TIME TO TEST THE CANNON

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Demonic Spoon** on **August 05, 2009, 01:06:16 pm**

For great justice!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **skaltum** on **August 05, 2009, 01:07:13 pm**

Quote from: Demonic Spoon on August 05, 2009, 01:06:16 pm

For great justice!

for another fail >:(goddammit 7 power >:(>:(>:(

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Demonic Spoon** on **August 05, 2009, 01:10:48 pm**

We need power!

MOAR POWA!!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **skaltum** on **August 05, 2009, 01:11:34 pm**

Quote from: Demonic Spoon on August 05, 2009, 01:10:48 pm

We need power!
MOAR POWA!!

moar wood. but thankfully 4 logs on da way i think umm hopefully 5 and then another test

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 05, 2009, 01:31:09 pm**

What did you add to the magma defense system? I didn't put floodgates in the plans because it didn't need them if it was set up properly.

Also, I added bars just before the bridges which drain to the chasm. Unless the drainage pipe somehow fills up magma getting on the bridges shouldn't be a problem.

It should also be noted that you should only dispense what is necessary to kill the opposing force, though I doubt that most of you will have such self-control.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 05, 2009, 01:32:56 pm**

Quote from: abculatter_2 on August 05, 2009, 01:31:09 pm

What did you add to the magma defense system? I didn't put floodgates in the plans because it didn't need them if it was set up properly.
Also, I added bars just before the bridges which drain to the chasm. Unless the drainage pipe somehow fills up magma getting on the bridges shouldn't be a problem.

i made some bunkers for the security needed to end the siege and the floodgates are to prevent it spilling everywhere and to focus the cannon blast

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 05, 2009, 01:39:02 pm**

Quote from: skaltum on August 05, 2009, 11:33:32 am

THE OFFICIAL SEAL OF THE SG SPACE PROGRAM?

One a completely unrelated note, does anyone know what font NASA uses on it its logo?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 05, 2009, 01:41:21 pm**

Quote from: abculatter_2 on August 05, 2009, 01:39:02 pm

Quote from: skaltum on August 05, 2009, 11:33:32 am
THE OFFICIAL SEAL OF THE SG SPACE PROGRAM?
One a completely unrelated note, does anyone know what font NASA uses on it its logo?

nope

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 05, 2009, 01:51:14 pm**

Mmm, well I completed the seal but each time I save it everything gets blurry :(.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 05, 2009, 01:55:54 pm**

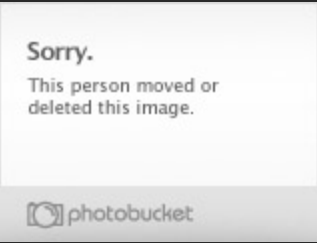
Quote from: Demonic Spoon on August 05, 2009, 01:51:14 pm

Mmm, well I completed the seal but each time I save it everything gets blurry :(.

post it anyways lad let's see it

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 05, 2009, 01:58:40 pm**

Well here's my half-assed attempt to make a seal of approval:



Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 05, 2009, 01:59:30 pm**

it's awesum ;D ;D ;D ;D ;D

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 05, 2009, 02:00:03 pm**

Know anyway to make it a bit less blurry?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **ToonyMan** on **August 05, 2009, 02:01:57 pm**

Save it as a .png instead of a .jpeg usually works.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 05, 2009, 02:03:09 pm**

I tried that.

New avatar? Why are they always animated? It hurts mah brain.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 05, 2009, 02:04:48 pm**

Quote from: Demonic Spoon on August 05, 2009, 02:03:09 pm

I tried that.

New avatar? Why are they always animated? It hurts mah brain.

- 1. he's a avatarshifter
- 2. YOU HAVE A BRAIN!!?? lol (joke)

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **ToonyMan** on **August 05, 2009, 02:05:10 pm**

Still pictures are *booooooooooooooooooooooooooring*.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 05, 2009, 02:05:57 pm**

Quote from: ToonyMan on August 05, 2009, 02:05:10 pm

Still pictures are *booooooooooooooooooooooooooring*.

does it have to spin like a washing machine tho?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **ToonyMan** on **August 05, 2009, 02:06:41 pm**

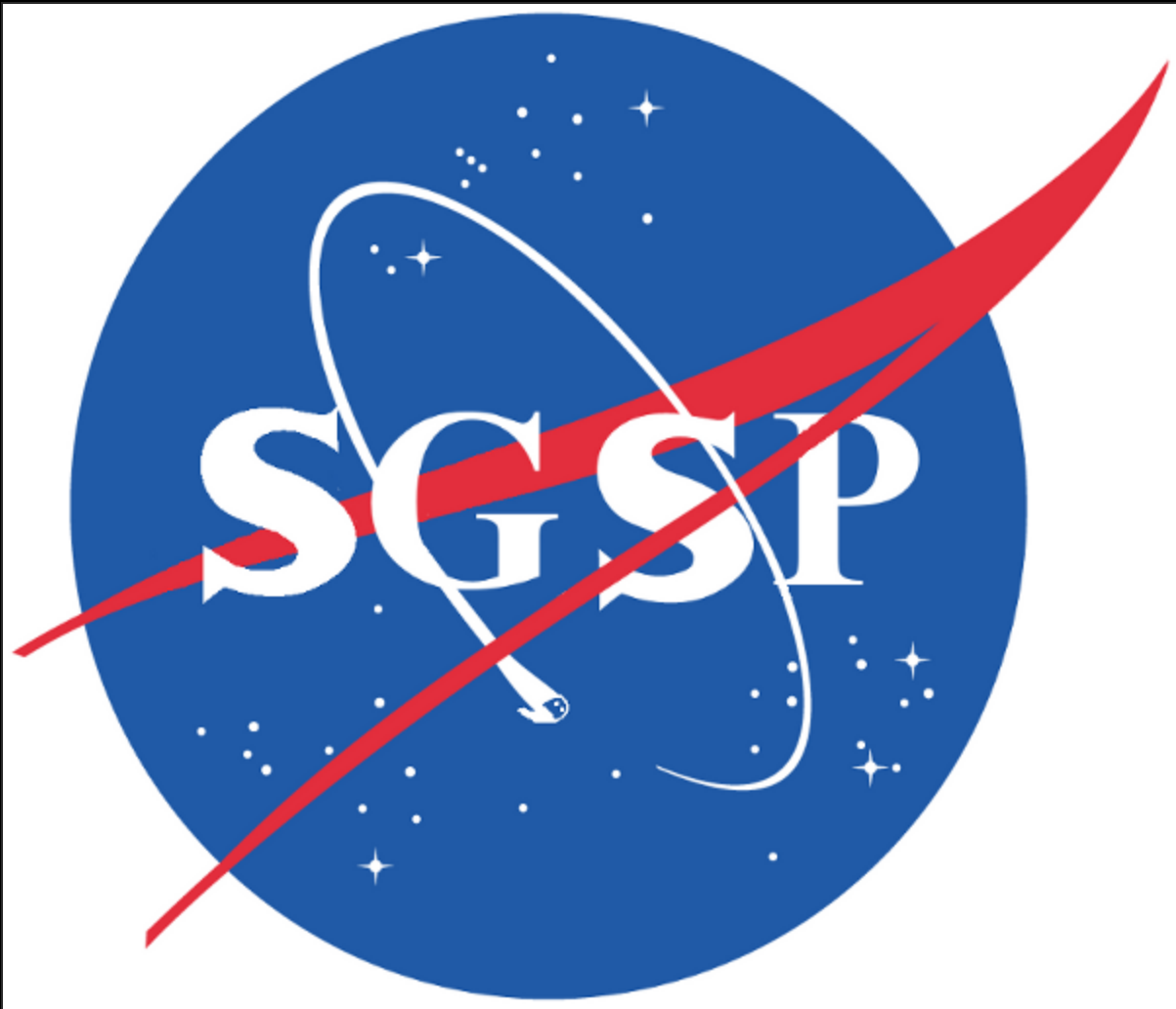
wakka wakka wakka

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 05, 2009, 02:11:35 pm**



Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 05, 2009, 02:12:10 pm**

Quote from: abculatter_2 on August 05, 2009, 02:11:35 pm



awesum. moar dwarfs lol

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 05, 2009, 02:13:51 pm**

Jesus christ, dont quote the image. nice work abculatter.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 05, 2009, 02:14:23 pm**

Quote from: skaltum on August 05, 2009, 02:12:10 pm
awesum. moar dwarfs lol

Speaking of more dwarfs, how's it going in the fortress of reclaiming?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 05, 2009, 02:14:30 pm**

Got it fixed, apparently paint didn't believe me when I said to save a .png, anyway, behold it's glory!



Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 05, 2009, 02:17:47 pm**

perfect.

2 secret which were a success givin a legendary mason and metal crafter

everyones fine
and NO DEATHS

i killed the swallows as well

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 05, 2009, 02:22:07 pm**

okay i'm moving the excess metal bars to the soil floor.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 05, 2009, 02:22:23 pm**

You like? ;D

Now I'm off to bed, don't destroy the fort while I'm away.

Quote from: Demonic Spoon on August 05, 2009, 02:22:23 pm

You like? ;D

Now I'm off to bed, don't destroy the fort while I'm away.

at this time?
whats your timezone?
it's 8pm over here

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 05, 2009, 02:30:00 pm**

time for fire attempt 3!!!!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 05, 2009, 02:54:16 pm**

okay i'm done for now :)

the magma cannon dribbles atm but is currently switched ON so turn it off. i suggest you ust run the fort like normal i suppose :/ theres 4

marksdwarves all on duty in the pill boxes at the entrance. i suggest tightening the pumps for faster magma realease. the 2 levers are in the party room and are noted. make sure you close the flood gates before cannon use.

heres the save <http://dffd.wimbli.com/file.php?id=1304>

heres the map with the sunsequent test fires attached <http://www.mkv25.net/dfma/map-6622-sparkgear4>

have fun with happy and content dwarves. oh and the economy as well ;D .

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nil** on **August 05, 2009, 04:05:20 pm**

downloading

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 05, 2009, 05:55:18 pm**

Agh. Who the hell designed that magma cannon? Is it.... leaking magma back in the pump system? Aaagh. Are you _trying_ to start a fire.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 05, 2009, 07:14:42 pm**

a crappy magma cannon is better than no magma cannon.

any word on the huge-ass dining hall?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 05, 2009, 07:33:41 pm**

Quote from: Barbarossa the Seal God on August 05, 2009, 07:14:42 pm

any word on the huge-ass dining hall?

My plans for the huge-ass dining hall was stopped in its tracked near 90% completion due to sparkgears hatred towards kamrusepas and the OpenGL/SDL version crashing, hanging and Destroying massive amount of progress.

abculatter took the rest of my turn due to my lack of willingness to live :(

Edit - its late, very late. so this might make no sense *yawn*.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 05, 2009, 08:10:55 pm**

PLATE IT IN GOLD AND MAKE MONSTROUS MAGMAFALLS!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 05, 2009, 11:16:12 pm**

Idiot! You were supposed to dig from below to the pillboxes, not make doors to them...

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 06, 2009, 01:37:05 am**

I made it that way so the miners and such could get in there and make the stuff.

If it's that much of a problem then you could try turning the system off, wait for the magma to evaporate, and put walls next to the front tiles of all the pumps.

Quote from: nahkh on August 05, 2009, 05:55:18 pm

Agh. Who the hell designed that magma cannon? Is it.... leaking magma back in the pump system? Aaagh. Are you _trying_ to start a fire.

Well, this IS Sparkgear..

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 06, 2009, 06:36:21 am**

Quote from: Demonic Spoon on August 05, 2009, 11:16:12 pm

Idiot! You were supposed to dig from below to the pillboxes, not make doors to them...

nothing stopping the next person :-\

Quote from: nahkh on August 05, 2009, 05:55:18 pm

Agh. Who the hell designed that magma cannon? Is it.... leaking magma back in the pump system? Aaagh. Are you _trying_ to start a fire.

abculatter_2 designed and made the tubes. i just got it powered :-\ and i cba redesigning it during my turn but it's not stoppin anyone else

and a front page update would be nice now :P

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 06, 2009, 06:45:29 am**

nahkh doesnt love SG anymore :(

Any news nil? hows it going.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 06, 2009, 06:47:38 am**

Huh?
I'm just busy and tired all the time. *sigh* Sorry forgot the main page. Will fix in 'bout an hour.
PM me if it isn't done in six hours.

EDIT:
Besides, I have a mistress now. PBEM Emperor of the Fading Suns (<http://www.bay12games.com/forum/index.php?topic=39093.0>) in the distant land of Forum Games and Roleplaying.
That and I feel kinda bad about having to rush the site selection this month.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 06, 2009, 07:03:18 am**

get yo ass back to sparkgear boi :P

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 06, 2009, 07:16:54 am**

But... but... political tensions, intrigue!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 06, 2009, 07:20:13 am**

Quote from: nahkh on August 06, 2009, 07:16:54 am
But... but... political tensions, intrigue!

maaaaaaagmaa!!!!

sparkgear

DEMONIC SPOON :P

DEAD ELVES

dead orcs

dead gobbos

DEAD ELVES

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 06, 2009, 07:24:49 am**

The era of sparkgear might already be over, this sparkgear hasnt gone down to well and people just dont seem to be interested.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 06, 2009, 07:27:35 am**

Quote from: Kamrusepas on August 06, 2009, 07:24:49 am
The era of sparkgear might already be over, this sparkgear hasnt gone down to well and people just dont seem to be interested.

barbar the seal gods goddamm fault >:(but you probably rite :'(

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 06, 2009, 07:33:02 am**

sigh
If it's someone's fault, it's mine. Prepping the site is everything, and I dodged it completely. Don't blame it in Barb.

Hmm. Time for a quick poll.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 06, 2009, 07:41:41 am**

Sparkgear 4.5 should be renamed to "Rebuild of Sparkgear: We Are (Not) Alone"...

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Blast** on **August 06, 2009, 07:59:31 am**

First of all, hello everyone. (first post... yay!)

Since I started playing dwarf fortress i have been reading the story of spark gear (after reading boatmurdered... thats a classic).

I just want to say that, if this fortress has to die, then give it the ending it deserves (magma flooding everything, cave in for the main hall or something like that, orc invasion that slaughters all) but i hope that it survives at least a bit more.

After the bloody first turn, I think this fortress deserves some more respect than to just "let it die" :P

On a side note, if you need someone to kill more than half your dwarfs, count me in. (I have only been playing for like... 1 week).

Good luck everyone, and may Armok bless (curse) you all at Spark Gear.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 06, 2009, 08:08:28 am**

Firstly, welcome to DF. And welcome to our threads.

Yes, the first turn was bloody and epic. I just don't really see where we could go from here. It's not sustainable in the long run as all the dwarves are best friends and a tantrum spiral is always lurking just behind the corner. Moreover, I don't think we have HFS. After spending six hours genning sites it just wasn't happening. It was either magma pipe or HFS. So I dropped the HFS, and found that map. "Meh, good enough" is not a good feeling for a starting site.

I have some pretty good ideas for a proper site, will look into it.

Love, Nahkh.

PS. I suppose we could record a video of the tantrum spiral to end them all. Who wants the honors?

PPS. I blame the Star Wars reference. CURSE YOU GEORGE LUCAS!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 06, 2009, 08:09:41 am**

Quote from: nahkh on August 06, 2009, 08:08:28 am

Firstly, welcome to DF. And welcome to our threads.

Yes, the first turn was bloody and epic. I just don't really see where we could go from here. It's not sustainable in the long run as all the dwarves are best friends and a tantrum spiral is always lurking just behind the corner. Moreover, I don't think we have HFS. After spending six hours genning sites it just wasn't happening. It was either magma pipe or HFS. So I dropped the HFS, and found that map. "Meh, good enough" is not a good feeling for a starting site.

I have some pretty good ideas for a proper site, will look into it.
Love, Nahkh.

PS. I suppose we could record a video of the tantrum spiral to end them all. Who wants the honors?

NO HFS!!!!

weeeeeee!!! you could of said earlier :'(

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 06, 2009, 08:10:32 am**

Ooh ooh! Pick me! And stop the defeatism poeple, this Sparkgear shall be the greatest yet!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 06, 2009, 08:12:52 am**

I think DS is self-entitled for that task. Grab your neighbors cat and get cracking.

Skaltum: I don't believe I said we had any, at any point. I just noticed that someone has been digging around for it and figured I should say something. After all, we had blackmetal and plenty of monsters, so I figured what the hell. I thought it'd be a nice change not to have a damoclean sword hanging over our butts.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 06, 2009, 08:14:01 am**

Quote from: nahkh on August 06, 2009, 08:12:52 am

I think DS is self-entitled for that task. Grab your neighbors cat and get cracking.

Skaltum: I don't believe I said we had any, at any point. I just noticed that someone has been digging around for it and figured I should say something.

TAG [MEH]

ah well i just expected HFS seein as it's always been with the SG

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 06, 2009, 08:14:39 am**

What about nil's turn?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 06, 2009, 08:15:40 am**

DS: Give it a while, I want to see some more votes on that before we commence with the hammering.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Samus1111111** on **August 06, 2009, 08:15:51 am**

hey nahkh, have you tried Ultrafinder? If not you should because you can set it to find specifics and it will automatically generate worlds non-stop until it finds what you want.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 06, 2009, 08:16:39 am**

Yeah I tried it. Can't do anything else while it's running and it still wouldn't gen a damn HFS/magma combo.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 06, 2009, 08:17:39 am**

I could try finding a site if you like?

EDIT: But I don't understand what you're all blathering about anyway, this sparkgear is chugging along fine.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 06, 2009, 08:27:01 am**

Quote from: nahkh on August 06, 2009, 08:16:39 am

Yeah I tried it. Can't do anything else while it's running and it still wouldn't gen a damn HFS/magma combo.

could of dun a few new worlds perhaps

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Heron TSG** on **August 06, 2009, 09:11:09 am**

6 are saying not to kill it, and only 4 want euthanasia. let it live!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 06, 2009, 09:13:36 am**

Say, anyone here ever played Age of Wonders?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 06, 2009, 09:17:34 am**

Well if people want to keep playing this one, go on by all means.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 06, 2009, 11:50:05 am**

Nil?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nil** on **August 06, 2009, 12:58:43 pm**

Heh, I've been too busy playing to be checking the forums. Nothing too interesting has happened but I've been building some cool shit.

And re: a new map. It certainly is a pain having no water; I've lost a couple injured dwarves that otherwise would have been fine to starvation. But if you wanted to live, you shouldn't have came to Sparkgears and you damn sure shouldn't have gotten injured. At the least, I say run to the end of the list and keep it cannon. I'll start a military and some armor before I upload, and we can at least end it with an epic and possibly even not-necessarily-suicidal charge against the HFS. And nahkh should really take a turn somewhere along the line.

Or, you know, we could just not fuck up and/or be pussies.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 06, 2009, 01:00:58 pm**

There is no HFS. The HFS is a lie. Say nahkh, is there a open spot in that other PBEM thing of yours?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nil** on **August 06, 2009, 01:18:06 pm**

No HFS? Madness! Well I still say we play it to the end the orcs will do well enough for a enemy.

Just had 7 children born at the same time... one pause.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 06, 2009, 01:30:53 pm**

Lol.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nil** on **August 06, 2009, 01:31:39 pm**

And now a human seigel!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 06, 2009, 01:36:31 pm**

What? Human siege?
...
Ok this fort stays.

(And yeah, I figured that orcs and stuff would be enough of a challenge)

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 06, 2009, 01:37:58 pm**

What?! Wow, looks like they were really pissed off with me for accidently driving their liasion insane.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 06, 2009, 02:11:25 pm**

Quote from: Demonic Spoon on August 06, 2009, 01:37:58 pm
What?! Wow, looks like they were really pissed off with me for accidently driving their liasion insane.

any loss of a race liason (besides your own) usually leads to instant war

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 06, 2009, 02:13:20 pm**

I didn't realize he was stuck in my fortress when I sealed the traders from the fortress and openend the outer gate so they could leave, I didn't know! I swear!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 06, 2009, 02:14:17 pm**

Quote from: Demonic Spoon on August 06, 2009, 02:13:20 pm
I didn't realize he was stuck in my fortress when I sealed the traders form the fortress and oopenend the outer gate so they could leave, I didn't know! I swear!

don't worry their just more things to kill ;D but if he said farewell first then he'd of been outta there

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 06, 2009, 02:25:20 pm**

I've updated the first page a bit.

What did Kamrusepas do? Someone give me a summary.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 06, 2009, 02:29:30 pm**

Nothing, had stability issues.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 06, 2009, 02:31:20 pm**

Quote from: nahkh on August 06, 2009, 02:25:20 pm

I've updated the first page a bit.

What did Kamrusepas do? Someone give me a summary.

Nothing, After loosing 4 hours of work and a large number of crashes abculatter_2 took over my turn (ironicly it also crashed on him causing him to lose his magma cannon design).

Edit: this also crushed my soul, my massive dining room increased the wealth by 10 fold and it was all losted T_T caused me t quit DF for a day (out of anger).

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nil** on **August 06, 2009, 02:31:50 pm**

Finally got a good artifact--an obsidian bed with a picture of a marksdwarf shooting a named cave swallow on it.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 06, 2009, 02:32:41 pm**

Quote from: nil on August 06, 2009, 02:31:50 pm

Finally got a good artifact--an obsidian bed with a picture of a marksdwarf shooting a named cave swallow on it.

i shot the swallows :P

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Demonic Spoon** on **August 06, 2009, 02:39:53 pm**

Ooh, another artifact bed to add to my collection. Also I googled Keikaku doori, lol everything according to plan indeed ;)

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 06, 2009, 02:42:20 pm**

anime references ftw!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 06, 2009, 02:43:06 pm**

imma posh drink :P

i also outlasted a gobbo siege. shot the swallows. cleaned up the fort. got a proper military up. did a futile search for HFS got rid of most of theimps

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 06, 2009, 02:44:56 pm**

Quote from: skaltum on August 06, 2009, 02:43:06 pm

imma posh drink :P

i also outlasted a gobbo siege. shot the swallows. cleaned up the fort. got a proper military up. did a futile search for HFS got rid of most of theimps

Wut? isnt it nils turn? or is this some strange alternative universe where sparkgear isnt chaos and people arent dying?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 06, 2009, 02:46:16 pm**

Quote from: Kamrusepas on August 06, 2009, 02:44:56 pm

Quote from: skaltum on August 06, 2009, 02:43:06 pm

imma posh drink :P

i also outlasted a gobbo siege. shot the swallows. cleaned up the fort. got a proper military up. did a futile search for HFS got rid of most of theimps

Wut? isnt it nils turn? or is this some strange alternative universe where sparkgear isnt chaos and people arent dying?

nil was after me

and my immediate thoughts are safety, less dwarven death and more dead other things. gobbos mainly, elves if i can be assed givin them aggro for years

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nil** on **August 06, 2009, 03:44:34 pm**

woah the guy I just named after myself got possessed how appropriate

edit: sorry I'll get it up w/in the next 15 minutes

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nil** on **August 06, 2009, 04:30:27 pm**

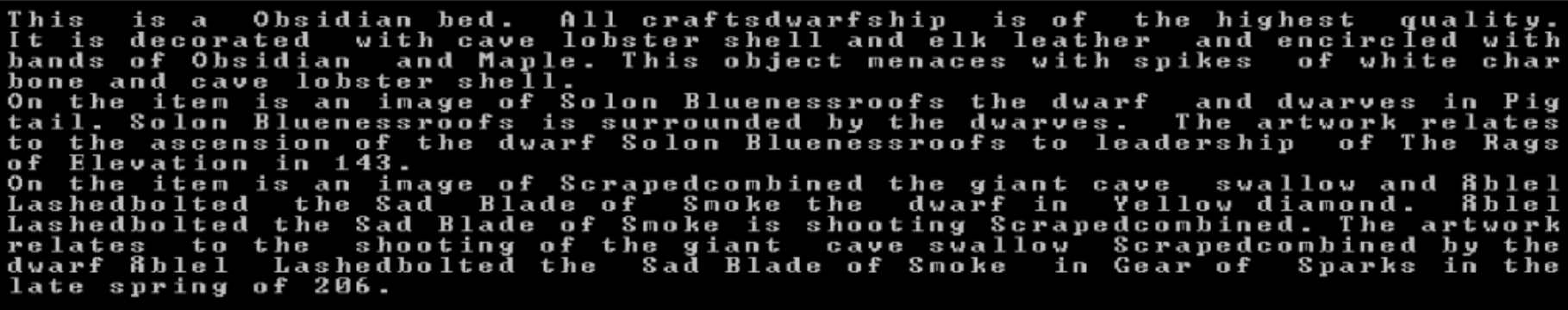
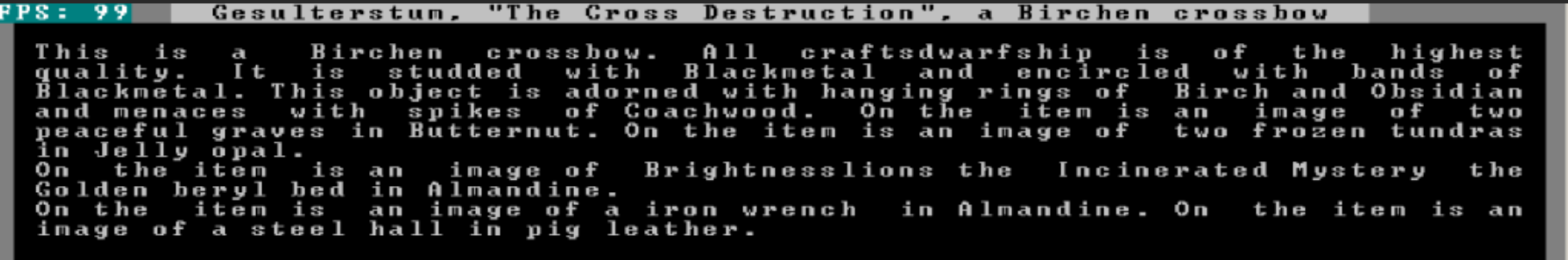
save up here: <http://dffd.wimbli.com/file.php?id=1309>

map up here: <http://www.mkv25.net/dfma/map-6626>

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nil** on **August 06, 2009, 04:35:09 pm**

so the possession my guy had (he was already named nil before I got to him btw) ended up being a 181,000 value crossbow called "The Cross Destruction." the dude is also captain of the watch when he started, bad-ass

since my turn was more about what I built than what happened (nothing happened other than artifact creation) I recommend looking at the map if you wanna know what happened. I do have a couple pictures tho:



also at one point when I was building the jails the dwarves threw a party there (I'd designated it as a room but not for justice yet), so I took a picture of that.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Kamrusepas** on **August 06, 2009, 05:44:20 pm**

Nice improvements nil, love the garbage shoot; simple yet sweet. abculatter's turn again...

Edit:
Yes, euthanasia is best. - 7 (35%)
Do not resuscitate (If it dies, let it) - 5 (25%)
Nooo! Ol' Yeller! - 8 (40%) <- What does this even mean?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nil** on **August 06, 2009, 05:57:12 pm**

Quote from: Kamrusepas on August 06, 2009, 05:44:20 pm

Nice improvements nil, love the garbage shoot; simple yet sweet. abculatter's turn again...

thanks!

Quote

Edit:
Yes, euthanasia is best. - 7 (35%)
Do not resuscitate (If it dies, let it) - 5 (25%)
Nooo! Ol' Yeller! - 8 (40%) <- What does this even mean?

that's what we call a comedy option

also http://en.wikipedia.org/wiki/Old_Yeller

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 06, 2009, 06:26:34 pm**

It's the "no" option.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **ToonyMan** on **August 06, 2009, 06:29:56 pm**

Don't ever shot the dog.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 06, 2009, 06:45:53 pm**

Of course not. If we did _that_ how would we get +dog tallow biscuits+?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nil** on **August 06, 2009, 06:52:10 pm**

Oh I thought that since he shot the dog it was more of another way to say "yes." Guess it does say "no" right there though.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 06, 2009, 06:57:16 pm**

Yes, yes it does.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Neyvn** on **August 07, 2009, 02:39:05 am**

Hey I noticed that you were thinking bout getting a new map, if you want one I can get you one. Though it don't have the Dig Deeper on it, but I could gen up some tomorrow. On days that I am away for half them I gen with the Ultra Finder..

Tell us what you want in it Nahkh mate, and I will gen some up for you...

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 07, 2009, 02:41:31 am**

No, I guess we're sticking with this one. See how it goes.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Neyvn** on **August 07, 2009, 02:51:59 am**

Kay...
Still none the less, want me too???

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 07, 2009, 03:30:20 am**

grumble grumble
Here's how you build a fortress, by the way:
<http://mkv25.net/dfma/map-3197-torchbright> (<http://mkv25.net/dfma/map-3197-torchbright>)

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 07, 2009, 03:39:41 am**

...
I just had a good look at the fort. This is actually... pretty sweet. nil, you made my day :D
I love the squatters along the cavern walls. Genius.

Huh... I had an idea.

EDIT: Done. Vote folks.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Neyvn** on **August 07, 2009, 04:38:08 am**

Its 3 more days till my turn...
I am quite skilled at setting up constructions, such as Towers and Walls...
Unless there is a need over the next few 'days' I will take that task...

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **abculatter_2** on **August 07, 2009, 04:56:15 am**

I BUILT THE MAGMA DEFENSE SYSTEM, NOT SKALTUM!

And BTW, is it my turn?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **nahkh** on **August 07, 2009, 05:23:17 am**

Oh so you did. And yes, it's your turn.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **skaltum** on **August 07, 2009, 07:01:20 am**

[Quote from: abculatter_2 on August 07, 2009, 04:56:15 am](#)

I BUILT THE MAGMA DEFENSE SYSTEM, NOT SKALTUM!
And BTW, is it my turn?

hmmm... well i did say I GOT IT POWERED AND FINISHED! but i didn't build it. the bulk of it was built by abculatter. i just finished it and got it working somewhat

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **Neyvn** on **August 07, 2009, 07:34:33 am**

Off Topic
but Nahkh, its Give me your answer **True...**
Your sig that is...

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **wilsonns** on **August 07, 2009, 07:51:35 am**

I'll go in vactaion on my turn, I cat' play, my laptop computer haven't wireless internet... :(remove me from the player list

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **skaltum** on **August 07, 2009, 07:52:31 am**

Quote from: wilsonns on August 07, 2009, 07:51:35 am

I'll go in vactaion on my turn, I cat' play, my laptop computer haven't wireless internet... :(remove me from the player list

just ask for a later date and sumone else will takeover your turn that you can't do

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **nahkh** on **August 07, 2009, 08:02:28 am**

Nevyn: Lern2read
http://www.lyricstime.com/harry-dacre-daisy-bell-lyrics.html
http://www.guntheranderson.com/v/data/daisybel.htm
http://en.wikipedia.org/wiki/Daisy_Bell

Wilsonns: Too bad to hear that. Tomorrow there will be a new signup, feel free to request a turn then.
Who wants his turn? (Those who haven't had a turn already have preference)

Edit: Huh. Didn't know we had so many disciples of Eris Esoteric among us. Shouldn't surprise me.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Neyvn** on **August 07, 2009, 08:21:33 am**

Hmmm, My bad then...
Where I heard it must have been wrong...

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Demonic Spoon** on **August 07, 2009, 08:25:19 am**

I request his turn!

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **ToonyMan** on **August 07, 2009, 08:26:37 am**

I'll take the next closest turn right now then.

**pulls out umbrella*

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Kamrusepas** on **August 07, 2009, 08:54:28 am**

Quote from: nahkh on August 07, 2009, 03:30:20 am

grumble grumble
Here's how you build a fortress, by the way:
http://mkv25.net/dfma/map-3197-torchbright (http://mkv25.net/dfma/map-3197-torchbright)

I prefer wasteless designs - http://mkv25.net/dfma/map-6004-ivorylanced

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **ToonyMan** on **August 07, 2009, 08:57:09 am**

Fortress is sweet.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **wilsonns** on **August 07, 2009, 11:33:29 am**

I'll get a turn in that signup, I really want to play the current Sparkgear

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Solarn** on **August 07, 2009, 01:10:59 pm**

Damn it, I'll be away from home tomorrow. I wanted to sign up for the 15th or 16th.

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**

Post by: **Tarquinius** on **August 07, 2009, 07:15:09 pm**

Is the save going to be posted anytime soon?

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**

Post by: **nahkh** on **August 07, 2009, 07:20:44 pm**

Should've been up a while back.
New signup is active. First come first serve. I'll update the player list when I'm A) on a computer rather than my cell and B) when I'm not pissed as a fart.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**

Post by: **Tarquinius** on **August 07, 2009, 07:25:31 pm**

The last save I see posted is nil's. I don't want to wait any more for abculatter_2 so I'm reverting to nil's save.
EDIT: What happened to the rain-water collector? I'm getting spammed with "cancels Give Water: No water source." Also, why are there kilns and glass furnaces? As far as I can see, there is no sand.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Kamrusepas** on **August 07, 2009, 08:18:39 pm**

We shall make sand; by crushing rocks with the Dwarven Atom Smasher! Bwahaz

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **wilsonns** on **August 07, 2009, 08:45:50 pm**

don't cancel my turn yet!
Vacation canceled ^^

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Tarquinius** on **August 07, 2009, 09:29:07 pm**

Democ Spoon IV just entered into a fey mood. He is demanding logs, which I do not have.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 07, 2009, 11:15:53 pm**

Deconstruct something made of wood.

Also, nahkh, gimme a turn.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Solarn** on **August 08, 2009, 01:47:22 am**

Can I get the 16th?
I managed to get online before going away.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Blast** on **August 08, 2009, 03:10:02 am**

Could I get the 20 or 21? I'm not an expert at dwarf fortress so i hope that by the time i get my turn, I'll allready have more experience.

(Dont worry, I know how to keep a fortress fed at least... I think)

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **nahkh** on **August 08, 2009, 03:36:01 am**

Added all y'all.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Tarquinius** on **August 08, 2009, 08:14:53 am**

Deconstruction of some axles allowed the narcissistic Demonic Spoon to finish his artifact, a diorite ring called 'Demonic Spoon the IV' Rithzokun, worth 66000 . The description is:
"It is decorated with sheep leather and Pig tail and encircled with bands of bluegill bone and Highwood. This object menaces with spikes of Diorite and Pyrite.
On the item is an image of dwarves and orcs in Diorite. The dwarves are fighting with the orcs. The artwork relates to the attack by the Rags of Elevation on the Chunky Hell in the Plains of Allying in 41 during Cudistnokzam, 'The Scalded Battles'.
On the item is an image of Suitortick the Blackmetal flask in Blackmetal. On the item is the image of a blazing sun in perch bone."
Congratulations on becoming a legendary stone crafter, Demonic Spoon.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **nahkh** on **August 08, 2009, 08:17:15 am**

... There's a place called Chunky Hell?

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Tarquinius** on **August 08, 2009, 08:27:02 am**

According to the records, the Chunky Hell is an orc civilization. They've been repeated attacked by the Rags of Elevation, and have been led by the orc Ber Menacedstirred the Wicked Chapel of Souls from 39 to present. The Rags of Elevation were not the civilization that created our fortress, but they were the civilization that reclaimed it.
EDIT: Both the marksdwarf and the siege engineer who were injured and resting have died. Now, I should no longer have to suffer from 'X cancels Give Water: No water source' spamming. The announcements are about 45% that, 50% 'X has engraved a masterpiece' and 5% useful information.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **ToonyMan** on **August 08, 2009, 08:29:13 am**

Quote from: Tarquinius on August 08, 2009, 08:27:02 am
According to the records, the Chunky Hell is an orc civilization. They've been repeated attacked by the Rags of Elevation, and have been led by the orc Ber Menacedstirred the Wicked Chapel of Souls from 39 to present. The Rags of Elevation were not the civilization that created our fortress, but they were the civilization that reclaimed it.

Siiiiiiiiiiiiick.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 08:46:28 am**

So I made a artifact named after myself? Greatest artifact ever!

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Tarquinius** on **August 08, 2009, 09:22:42 am**

We just received migrants. 23 of them.
EDIT: Also, the Very Large Dining Room is fully excavated and engraved, and has almost half of the tables and chairs placed in it.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 09:24:57 am**

Order them to worship my greatness, the mystery statue is obviously a likeness of me crafted by anonymous admirer.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 08, 2009, 09:31:13 am**

Quote from: Demonic Spoon on August 08, 2009, 09:24:57 am
Order them to worship my greatness, the mystery statue is obviously a likeness of me crafted by anonymous admirer.

actually i think it may of been a colossus that visited before demonic IV began

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 09:35:18 am**

Lies!

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 08, 2009, 09:36:04 am**

Quote from: Demonic Spoon on August 08, 2009, 09:35:18 am
Lies!

are you accusing me of something madam?

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 09:41:16 am**

Yes.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 08, 2009, 09:43:21 am**

Quote from: Demonic Spoon on August 08, 2009, 09:41:16 am
Yes.

i'm hurt by your accusation maam i must now proceed to kill the king which i named after you (i was bored and the king was pretty cool) with water and then turn it to obsdian and engrave the slab of obsidian that is your corpse :'(

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 09:48:22 am**

Lol? You named the king after me? Awww... not beserk yet? Fortunately I know you're bluffing.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 08, 2009, 09:49:32 am**

Quote from: Demonic Spoon on August 08, 2009, 09:48:22 am
Lol? You named the king after me? Awww... not beserk yet?

was ecstatic. now stark ravin mad cause i killed your wife and advisor.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 09:50:18 am**

Lmao. Also, how can you kill me with water?

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 08, 2009, 09:51:38 am**

Quote from: Demonic Spoon on August 08, 2009, 09:53:09 am
That's nice and everything, but there's one important flaw in your plan.

i hate d13. i just got my self a fatal error and now the save is unplayable >:(sorry but your demise will have to wait.

the flaw would be the magma solidifying the water in the tap which is why i have a floor above it waitin for channeling

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 09:53:09 am**

That's nice and everything, but there's one important flaw in your plan.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Tarquinius** on **August 08, 2009, 09:53:24 am**

After a brief distraction involving fixing an accident caused by my own stupidity, the Very Large Dining Room is finished. It is unnecessarily large, capable of seating more dwarves than the options will allow the fortress to contain. Now I need to think of a new project to give the masons and engravers something to do.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 08, 2009, 09:55:16 am**

Quote from: Tarquinius on August 08, 2009, 09:53:24 am
After a brief distraction involving fixing an accident caused by my own stupidity, the Very Large Dining Room is finished. It is unnecessarily large, capable of seating more dwarves than the options will allow the fortress to contain. Now I need to think of a new project to give the masons and engravers something to do.

block towar!!!!!!

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **nahkh** on **August 08, 2009, 10:07:17 am**

Build some artistically wonky towers.
Hm... And make it as tall as you can.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 08, 2009, 10:08:10 am**

and make it in the shape of a skull 8)

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 10:11:39 am**

How's the drowning me with our non-existant water going?

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Tarquinius** on **August 08, 2009, 10:12:46 am**

We have a new artifact. Possessed blacksmith Dastot Kagonlam created Gikuttangath (Dabblingtrample), a Mithril animal trap, worth 494,400. Description:
"It is encrusted with Schist, studded with Mithril, and decorated with giant mole leather. This objected is adorned with hanging rings of Mithril and Obsidian and menaces with spikes of mule leather and llama leather.
On the item is an image of the Cross Destruction the Birchen crossbow in Mithril.
On the item is an image of a fractured orc skull in muskox leather.
On the item is an image of Dabblingtrample the Mithril animal trap in cave lobster shell."
I like the fractured orc skull, and the three mithril bars mean that it's worth quite a bit. Still, I wish it was a fey or secretive mood and not a possession.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 08, 2009, 10:12:59 am**

Quote from: Demonic Spoon on August 08, 2009, 10:11:39 am
How's the drowning me with our non-existant water going?

it got corrupted and is now unplayable. i was and this will be the last time i use D13. back to D11 my fave ;D

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 10:13:54 am**

What?! No homage to me on the artifact?! Throw him to the magma!

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 10:15:37 am**

Quote from: skaltum on August 08, 2009, 10:12:59 am
Quote from: Demonic Spoon on August 08, 2009, 10:11:39 am
How's the drowning me with our non-existant water going?
it got corrupted and is now unplayable. i was and this will be the last time i use D13. back to D11 my fave ;D

Say what?

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 08, 2009, 10:17:10 am**

Quote from: Demonic Spoon on August 08, 2009, 10:15:37 am
Quote from: skaltum on August 08, 2009, 10:12:59 am
Quote from: Demonic Spoon on August 08, 2009, 10:11:39 am
How's the drowning me with our non-existant water going?
it got corrupted and is now unplayable. i was and this will be the last time i use D13. back to D11 my fave ;D
Say what?

FATAL ERROR!!!

and it's only happened to me on D13 :(and now the saves screwed so thats a weeks worth thrown away. so no deaths for you.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 10:19:37 am**

Ummm, it's Tarquinius's turn... isn't it?

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 08, 2009, 10:20:56 am**

Quote from: Demonic Spoon on August 08, 2009, 10:19:37 am
Ummm, it's Tarquinius's turn...

i 4got 2 mention this is a personal fort i'm on about

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 10:21:26 am**

Oooohhh... :Pwait a minute, you want to drown me in your personal fort?

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 08, 2009, 10:22:07 am**

Quote from: Demonic Spoon on August 08, 2009, 10:21:26 am

Oooohhh... :Pwait a minute, you want to drown me in your personal fort?

my bad tbh :-X

yar i got bored

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 10:23:06 am**

Why does everyone want to kill me? :'(

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 08, 2009, 10:24:15 am**

Quote from: Demonic Spoon on August 08, 2009, 10:23:06 am

Why does everyone want to kill me? :'(

you accused me of lying so i was about to despense nature justice upon your tiny soul mwahahahahah

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Tarquinus** on **August 08, 2009, 10:26:45 am**

I've decided to construct a proper catacombs guarded by a maze. The maze isn't the greatest, but it'd probably be a bit confusing in Adventure mode.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 10:29:00 am**

Uuuuh, lol I've been confusing skaltum with tarquinis :P.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 08, 2009, 10:30:15 am**

Quote from: Demonic Spoon on August 08, 2009, 10:29:00 am

Uuuuh, lol I've been confusing skaltum with tarquinis :P.

600th

lol

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 10:32:02 am**

???

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **ToonyMan** on **August 08, 2009, 10:32:26 am**

602th!!!!!!

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 08, 2009, 10:33:15 am**

Quote from: ToonyMan on August 08, 2009, 10:32:26 am

602th!!!!!!

i thought it was 602nd

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **ToonyMan** on **August 08, 2009, 10:34:04 am**

You thought wrong.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 08, 2009, 10:35:04 am**

Quote from: ToonyMan on August 08, 2009, 10:34:04 am

You thought wrong.

i thought magma ???

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **ToonyMan** on **August 08, 2009, 10:46:09 am**

You thought right.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 10:49:30 am**

I thought left.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Tarquinius** on **August 08, 2009, 11:24:23 am**

Can we please return to a topic at least associated with SparkGear?

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 08, 2009, 11:25:43 am**

Quote from: Tarquinius on August 08, 2009, 11:24:23 am
Can we please return to a topic at least associated with SparkGear?

but magma is to do with SG and you can go left,right or magma at the main entrance

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **ToonyMan** on **August 08, 2009, 11:29:16 am**

Thinking is in SparkGear too.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **nahkh** on **August 08, 2009, 11:30:08 am**

Can it, morons.
Someone post some 3d pics of the fort.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 08, 2009, 11:30:23 am**

SG + everyone+DS = FUN :P

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 11:35:34 am**

Nahkh, you are of course reffering to everyone including yourself and excluding me. Right? ;)

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **nahkh** on **August 08, 2009, 11:39:56 am**

Uhh, that set of people is homeomorphic to the one I'm thinking of, yes.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 11:42:03 am**

Damnit nahkh don't bring out the topology!

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Tarquinius** on **August 08, 2009, 11:44:22 am**

If you want, I can try to take some 3d images. What image server would be the easiest to upload them on?

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **nahkh** on **August 08, 2009, 11:45:09 am**

photobucket, probably.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Tarquinius** on **August 08, 2009, 12:14:32 pm**

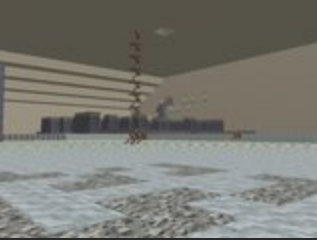
Here's a few pictures:



The outside of the fortress.



The tower. I forget who made it.



Outrageously large open space in the middle of the mountain.

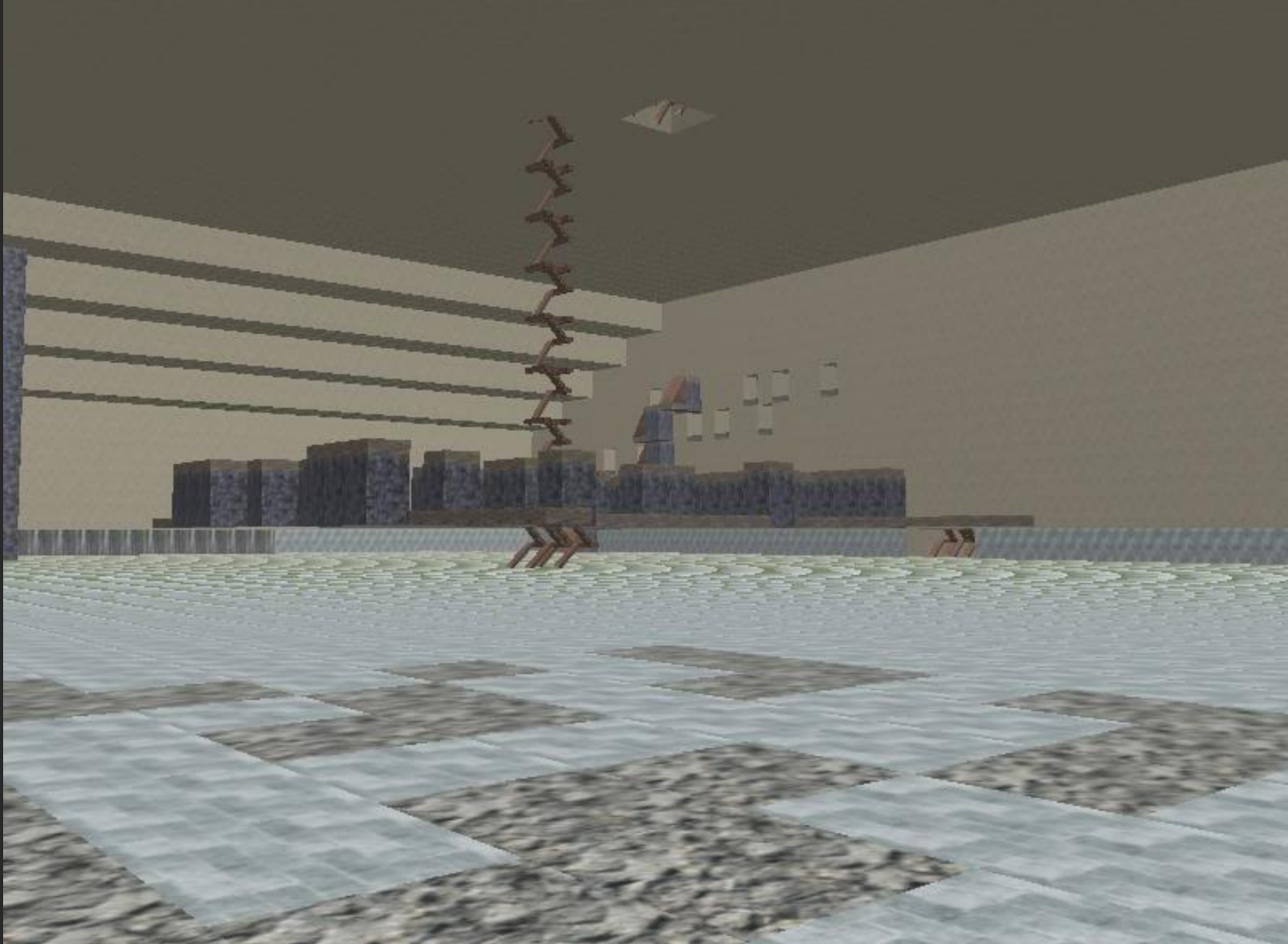


My new workshops and storage room for 800+ bars and 400+ blocks.
I'll probably post more 3d images later.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **nahkh** on **August 08, 2009, 12:28:30 pm**

Protip: Use the right link if you want bigger pictures.
[Spoiler](#) (click to show/hide)





Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Tarquinius** on **August 08, 2009, 12:39:36 pm**

Oh, sorry. I'm not used to linking pictures. Also new artifact, resulting in a legendary metal crafter (Goden Tosedkogan): Sobirsarvesh Dumatertal (Releasefurnace the Rough Luxury), a Mithril flask worth 480,000.
"It is studded with Mithril. On the item is an image of liches in Mithril. On the item is an image of a bolt in Mithril."

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 12:51:40 pm**

Once again no homage to my greatness?! Burn the heretic! BURN!!

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 08, 2009, 12:53:41 pm**

Quote from: Demonic Spoon on August 08, 2009, 12:51:40 pm
Oce again no homage to my greatness?! Burn the heretic! BURN!!

the inquisition names YOU demonic spoon as a heretic of the god emporer nahkh. prepare to die!

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 12:57:29 pm**

Bah! I spit in the face of your puny inquisition and your puny god-emporer! If I die another will take my place! It is a unstoppable cycle of awesomeness!!

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 08, 2009, 01:15:08 pm**

Quote from: Demonic Spoon on August 08, 2009, 12:57:29 pm
Bah! I spit in the face of your puny inquisition and your puny god-emporer! If I die another will take my place! It is a unstoppable cycle of awesomeness!!

by the power invested in me i strip your essence of recarnation from this world and banish it to the elven world where you will live forever tortured as an elven criminal

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 01:24:00 pm**

What, my essence that only exists according to your bogus religion? Whoop de doo.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 08, 2009, 01:27:32 pm**

Quote from: Demonic Spoon on August 08, 2009, 01:24:00 pm
What, my essence that only exists according to your bogus religion? Whoop de doo.

if you mean armok then you will be smited upon in a bloody cool fashion

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 01:33:10 pm**

Say what? We're talking about you and your *god emporer* here, not the mighty Armok who is second only to Demonic Spoon himself.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 08, 2009, 01:35:23 pm**

Quote from: Demonic Spoon on August 08, 2009, 01:33:10 pm
Say what? We're talking about you and your *god emporer* here, not the mighty Armok who is second only to Demonic Spoon himself.

DEMONIC SPOON HAS BEEN BANISHED TO THE ELVEIVERSE!

have fun in elf ville :P

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 01:36:26 pm**

Demonic Spoon has committed mass genocide against the cannibilistic elves!

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 08, 2009, 01:38:39 pm**

demonic spoon now rules the elviverse and has struck down elvemock god of pansies

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 01:44:33 pm**

Well that was easy, hey cool! A new pantheon!

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 01:50:36 pm**

So yeah, I think I'll start killing you now while my essence, which only exists according to your bogus religion, is off killing elves in the plane he was banished to.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 08, 2009, 01:52:03 pm**

Quote from: Demonic Spoon on August 08, 2009, 01:50:36 pm
So yeah, I think I'll start killing you now while my essence, which only exists according to your bogus religion, is off killing elves in the plane he was banished to.

what religion ???

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 01:53:36 pm**

You have a inquisition and a *god* emporer, all of which I assume is part of a religion. You yourself it would appear has just excommunicated my 'essence' and banished it to a a hell dimension.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Tarquinius** on **August 08, 2009, 01:54:00 pm**

You two do realize that private messages exist, right?
EDIT: Damnit, my manager spends so much time attending meetings that he never gets to actually manage work orders.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 08, 2009, 01:55:01 pm**

[Quote from: Tarquinius on August 08, 2009, 01:54:00 pm](#)
You two do realize that private messages exist, right?

whats the fun in that ??? now everyone can know of the epic struggle between me and the pansie DS ;D lol

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 01:57:22 pm**

Does nahkh even know he's a god-emporer?

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 08, 2009, 01:58:54 pm**

he will eventually when he catches up on our posts

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Tarquinius** on **August 08, 2009, 02:40:36 pm**

The fourth artifact of my turn has been created. Sibrek Ishensazir, now a legendary bone carver, created Ensebeshik (Basesrent), a dog bone amulet worth 87,600, making it the third out of the four in the list of worth, worth only 21,600 more than Demonic Spoon's ring. "It is encrusted with Orthoclase, studded with rose gold, decorated with buffalo leather, and encircled with bands of dog bone. This object is adorned with hanging rings of Ruby and menaces with spikes of rhesus macaque leather. On the item is an image of Dabblingtrample the Mithril animal trap in dog leather. On the item is an image of fishing nets in pheasant leather. On the item is an image of sacred hills in cave lobster leather." My manager is still attending a meeting.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 02:44:27 pm**

They make artifacts more valuable than mine that do not pay homage to me?! Kill them all!!

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 08, 2009, 02:46:19 pm**

[Quote from: Demonic Spoon on August 08, 2009, 02:44:27 pm](#)
They make artifacts more valuable than mine that do not pay homage to me?! Kill them all!!

but you can't because you've been banished AND you killed everything in your universe

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 02:47:34 pm**

No, only my essence has been banished, my essence that only exists according to your bogus religion.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 08, 2009, 02:49:23 pm**

[Quote from: Demonic Spoon on August 08, 2009, 02:47:34 pm](#)
No, on;y my essence has been banished, my essence that only exists according to your bogus religion.

you mean the cult of armok ya pansie :P

but because you were banished your physical form became dust so basically all you can do is haunt all the SG and scare the odd dwarf so they fall to there doom

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 02:59:27 pm**

Lies! I am in perfect physical condition! My physical health is not in any way connected to my spiritual health!

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 08, 2009, 03:01:17 pm**

[Quote from: Demonic Spoon on August 08, 2009, 02:59:27 pm](#)
Lies! I am in perfect physical condition! My physical health is not in any way connected to my spiritual health!

your mental healths a total mess though and your real name is urist ;D

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **ToonyMan** on **August 08, 2009, 03:04:09 pm**

Damn you!

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 03:16:28 pm**

That's Overlord Urist to you buster!

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 08, 2009, 03:17:39 pm**

[Quote from: Demonic Spoon on August 08, 2009, 03:16:28 pm](#)
That's Overlord Urist to you buster!

overlord of plump helmets ??? lol

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 08, 2009, 03:20:23 pm**

Do not mock the mighty plump helmet!

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Tarquinius** on **August 08, 2009, 03:55:26 pm**

Save (<http://dffd.wimbli.com/file.php?id=1317>)
I'll upload the map and end-of-turn review in about an hour. To Danneh: The fortress is in good condition. My only warning is to pay close attention to the alcohol supplies - we're starting to run low on barrels. Other than that, everything should be fine.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **nahkh** on **August 08, 2009, 04:21:25 pm**

Did I just tell you to can it with the off-topic shite? There is a thread for that kind of thing. Thank you for spamming this thread with three pages of crap.
As you clearly failed to understand the teachings and authority invested in me by my apparent ascension to god-emperor-hood, I'm excommunicating both of you heretics. The inquisitors will be along shortly to guide you to your racks and burn all your stuff. Have a nice day.

Love, Nahkh



Addendum:
Oh and I've updated the first page.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Tarquinius** on **August 08, 2009, 05:05:41 pm**

Map (<http://www.mkv25.net/dfma/map-6636-sparkgear4>)
Starting population: 102. End population: 147. Growth: 45
Starting wealth: 3,097,568. End wealth: 4,457,238. Growth: 1,359,670 (974400, or 72% of the wealth growth was a result of two artifacts, each of which had 3 mithril bars)
The turn went well. The closest thing to a disaster was when I forgot that we had no water source and neglected the alcohol supplies for a bit. No-one died from that, though: two of the three deaths that occurred during the turn were injured and resting dwarves who died of dehydration due to lack of water and one dwarf was hammered for failing to meet a mandate. I ordered the hammerer's hammer dumped to prevent that from happening again.
Housing is the worst part of the fortress: there quite a few rooms for our dwarves, but with almost constant sieging, we can't go outside to get more wood.
Most of my turn was spent building semi-useful, semi-wasteful things like the 24x28 dining room with 240 tables or the tombs which were guarded by a labyrinth. (The labyrinth was actually meant as an homage to Mark Z. Danielewski's wonderful novel "House of Leaves", which involved a massive labyrinth capable of changing its size and shape existing inside one of the main character's house)
Our biggest problem is an excess of stone. I have ten mason's workshops producing blocks full time, and I was in the middle of constructing a tower out of obsidian blocks when the turn ended. I had no plans for the tower other than "I need to get rid of blocks".
Future players are free to use it for any purpose they want.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Neyvn** on **August 08, 2009, 06:09:00 pm**

My turn tomorrow...
Can't wait...
Gonna be building Walls and Towers outside for a more early defense, anyone against that???

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Danneh** on **August 08, 2009, 06:10:25 pm**

Just got home from work. Time to kick some ass and take some names kick some dwarf and take some magma magma some magma and magma magma.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **ToonyMan** on **August 08, 2009, 06:10:59 pm**

magma magma magma

MAGAM LAKE IS WHAT I DO.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Tarquinius** on **August 08, 2009, 06:19:33 pm**

Is Tarquinius the administrator still attending a meeting? He spent about half of my turn trying to attend a meeting, meaning he got close to no work done.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Danneh** on **August 08, 2009, 07:00:31 pm**

~~Nah, he's running around.
Question;
Walk in, see Elven and Human diplomat. What do?~~

~~Edit; I agreed not to chop down 113 trees, seeing as we don't have that many anyway. I'm not sure what to so with the humans though.
Make peace?~~

Edit; FFFFFUUUUUUUUUUUUUUUUUUUU-

I just got a phone call. I gotta get up really early tomorrow and won't be back until really late, no time to play DF. You may as well just use Tar's save, I didn't do much of anything.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **The13thRonin** on **August 08, 2009, 10:19:47 pm**

Sign me up! But please make it a weekend (Australian time)!

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **nil** on **August 09, 2009, 12:04:10 am**

Quote from: Tarquinius on August 08, 2009, 12:14:32 pm

The tower. I forget who made it.

That was me!

Also I like that maze, although someone might want to do some traffic designating there to prevent it from being a pathfinding killer.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **ArkDelgato** on **August 09, 2009, 12:15:11 am**

...

First impression : What the hell?

Second impression : Give me the sixteenth.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 09, 2009, 01:03:11 am**

Nevyn?

EDIT: nahkh, this is the thanks I get for giving this fort a chance to survive?

EDIT 2 : 13th robin, you wouldn't happen to know what's up with the mystery statue would you?

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Neyvn** on **August 09, 2009, 01:52:05 am**

Yes???

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 09, 2009, 03:12:01 am**

Your turn.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Neyvn** on **August 09, 2009, 03:15:33 am**

Already,
How long???
Whos save...
Where...
PANIC!!!

Edit:
No wait..
Is it.???
What day is it???
I start on the 10th...

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 09, 2009, 03:16:47 am**

Quote from: Tarquinius on August 08, 2009, 03:55:26 pm

Save (<http://dffd.wimbli.com/file.php?id=1317>)
I'll upload the map and end-of-turn review in about an hour. To Danneh: The fortress is in good condition. My only warning is to pay close attention to the alcohol supplies - we're starting to run low on barrels. Other than that, everything should be fine.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 09, 2009, 03:17:21 am**

Quote from: Danneh on August 08, 2009, 07:00:31 pm

Nah, he's running around.
Question:
Walk in, see Elven and Human diplomat. What do?

Edit; I agreed not to chop down 113 trees, seeing as we don't have that many anyway. I'm not sure what to do with the humans though. Make peace?

Edit; FFFFFUUUUUUUUUUUUUUUUUUU-

I just got a phone call. I gotta get up really early tomorrow and won't be back until really late, no time to play DF. You may as well just use Tar's save, I didn't do much of anything.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Neyvn** on **August 09, 2009, 03:21:11 am**

Ah...
I see...
So how long do I have to play???

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 09, 2009, 03:23:03 am**

His day and your day I would assume, also I'm being really nice here, I could have just claimed the open day, but instead you get a extra day.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Neyvn** on **August 09, 2009, 03:25:55 am**

Good cause I work tomorrow so half a day would have been gone anyhow...
Hey I noticed that there was a mention of the Uman asking for Peace. Do we give it to him???

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Demonic Spoon** on **August 09, 2009, 03:29:36 am**

Well it's really up to you, but I'm thinking we really need the wood they would bring.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Neyvn** on **August 09, 2009, 03:39:38 am**

Welp, thats got nothing to do with the current load...
Gonna try and work on making outside a 'safe' area to visit...

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Neyvn** on **August 09, 2009, 04:30:19 am**

~~WHERE IS THE DAMN LEVER ROOM AGAIN!!!~~

~~Spent the last hour or so looking for it, and then I go have dinner and I forget...~~
Edit: Nevermind, found it...

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **nahkh** on **August 09, 2009, 05:03:34 am**

I'll add the turns.

... I'm having a grand vision now. A city, built within the huge hollow mountain. Slum housing lining the walls, with tall buildings with walkways and boulevards... The outside of the mountain being lined up with pillboxes, towers and murder-holes. Oh yes.

EDIT: ArkDelgato: The 16th is already taken
The13thRonin: I've given you the 22nd. That's the Saturday two weeks from now.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 09, 2009, 06:01:52 am**

so has any improvements been made to the magma dribbler since it was cannabalised for wood?

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Neyvn** on **August 09, 2009, 06:34:16 am**

I don't know how to construct a working MC, but I am getting irritated by some bloody rocks that the Dwarfs won't shove out the way...

I am trying to Mirror the Tower that was built a while back, just to give some more defense on the outside, and there are a few lumps of Obsidian that is unable to be shifted...
Was anyone building something and have suspended it in the process???

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **skaltum** on **August 09, 2009, 06:43:50 am**

i don't know at the moment but a MC isn't "to" hard to make. you just have to look out for any "leaks" ;)

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Neyvn** on **August 09, 2009, 06:52:13 am**

I will leave the MC for someone else who has made one...
I really want to know whats stopping me from dumping these stones...

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **nahkh** on **August 09, 2009, 07:04:07 am**

Try undesignating and redesignating.
Do you have idlers with hauling labors on?
Do you have an active dump zone that the dwarves have access to?
Try removing and redesignating the zone too.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Neyvn** on **August 09, 2009, 07:11:25 am**

Nahkh, download the save and try and move the stone in the lower right corner of the Old Temple complex...

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **nahkh** on **August 09, 2009, 07:49:54 am**

Huh. I did and it seems to be working fine? Which stone do you mean? The Grand Hall, lower right? Obsidian to be exact?

EDIT: You sure you don't have a large dump order somewhere else? That could hog up the haulers for a while.

Scratch that. I can reproduce that bug. Hmh.
Interesting.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Neyvn** on **August 09, 2009, 08:02:47 am**

No I un-dumped everything that was from the save, then targeted those sitting here...
Had some Soldiers stop over that area as if there was a Zone there, but there is not is there...



If you can move them, can you upload a save with them gone please...
I want to move forward...

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **nahkh** on **August 09, 2009, 08:07:24 am**

Interesting. It seems like those stones are designated for a task but can't be undesignated. Was there a controlled collapse involved?

Anyway, sounds like a job for the ol' editor. I'll clean them out at some point, just hide them for now.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Neyvn** on **August 09, 2009, 08:09:30 am**

Heh. Like I said, I want to build things there...

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **nahkh** on **August 09, 2009, 08:17:02 am**

Work around it, buddy. (Or, you know, post the current save and I'll fix it for you)

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Neyvn** on **August 09, 2009, 08:22:43 am**

Its the last save posted...
My PC froze during the first go through...

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Tarquinius** on **August 09, 2009, 08:34:54 am**

There's another three pieces of stone that I couldn't dump in the north-eastern corner of the cavern, slightly below the coffins. They're hidden right now.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **nahkh** on **August 09, 2009, 08:45:35 am**

I don't think I have the tools to actually dump them (tweak doesn't come with object editing tools), but I suggest keeping them hidden and using tweak to set their occupancy flag to none. That way you can't see them but can build over them etc.
Tweak can be found here: <http://dffd.wimbli.com/file.php?id=666> (<http://dffd.wimbli.com/file.php?id=666>)

My guess is that these objects were targeted for a hauling job during the excavation of the hall, but them someone channeled out the floor below them, causing the job to be canceled but leaving the targeted flag on.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Neyvn** on **August 09, 2009, 09:33:59 am**

Well that works, but kinda sad that I have to do that to make the Map usable in these locations...
Well its Midnight now so gonna start again in 7hrs, how much more time (from this post) do I have to spend on this???

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **nil** on **August 09, 2009, 12:48:42 pm**

If you don't want to use tweak you could just channel them out and and build floors where the used to be. If you REALLY want to solve the problem prepare atom smashers underneath...

Also there are some beds and some tetrahedrite that you might want to claim first, but my FPS went up by at least 5 after I dumped the stone from the magma shoot.

Finally you guys you have tempted the tantrum spiral gods--and the hammerer, even if he only uses his fists (a blasphemy in itself!)--by disabling dwarven justice. I'm not just saying this because I built the jails.

Quote from: [nahkh](#) on August 09, 2009, 05:03:34 am
... I'm having a grand vision now. A city, built within the huge hollow mountain. Slum housing lining the walls, with tall buildings with walkways and boulevards... The outside of the mountain being lined up with pillboxes, towers and murder-holes. Oh yes.

I have almost the same vision, except in mine half the towers continue past the cavern ceiling, through the bedrock and out into the open air. Their lower levels are residences, their top levels are used for storage and industry with bridges connecting them. In between, fortifications provide defense.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Heron TSG** on **August 09, 2009, 09:44:31 pm**

sign me up for as early as possible.

PS: make an even bigger megaproject inside the mega-cave-project!

PPS: MAKE IT HUEG!

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Firnagzen** on **August 09, 2009, 09:50:54 pm**

Thought for those bits of obsidian: Undesignate the dump order from the stone, pause the game, forbid them (this seems to disable the task needing those stones), advance one tick with ".", and dump them again. It works for me in similar situations. (Namely: Urist McUrist cancels construct building: Item obstructing site. It usually transpires that some silly twit of a dwarf has decided he's going to haul whatever it is to a stockpile, but hasn't actually gotten round to doing it yet.)

You happen to have an obsidian stockpile around? Or mason's shops usign obsidian?

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Heron TSG** on **August 09, 2009, 09:56:49 pm**

Quote from: [Demonic Spoon](#) on August 08, 2009, 01:44:33 pm
Well that was easy, hey cool! A new pantheon!

so far we have...

Good Guys
Godking Ryan
Godking Nakh

Bad Guys
Demonic Spoon, who
rules the Elviverse.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **The13thRonin** on **August 09, 2009, 09:57:12 pm**

nahkh I can't do the 22nd... Please... Please move my turn to the 23rd. I beg of you!

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **Neyvn** on **August 09, 2009, 10:10:47 pm**

Ok something weird is happening to me, when ever I save it doesn't seem to keep. Gonna download the save again and try once more... Just channeling away at that under the stone to build, but like I said above, the save isn't keeping so three hours of work disappears... I gotta go to work soon and will be back home in 5hrs, how much time Do I have then???

Never been good with Timezone differences...

Can I get the 22nd for another go???

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **nahkh** on **August 10, 2009, 12:02:45 am**

Oh man, using that d13 seems like a bad choice after all. Damn resize.

But yeah, you have 16 hours left at the time of me writing this.

EDIT:
Barb: Signed you up for.. whatever that day was.
The13thRonin: Done.

Title: **Re: SparkGear IV - A New Hope [LIVE | Signup active]**
Post by: **nil** on **August 10, 2009, 02:21:59 am**

Can I get another on the 19th?

Title: **Re: SparkGear IV - A New Hope [LIVE | 1 open slot left, next signup opens on 15th]**
Post by: **nahkh** on **August 10, 2009, 02:26:45 am**

Done.
<div><div>Title: Re: SparkGear IV - A New Hope [LIVE 1 open slot left, next signup opens on 15th]</div><div>Post by: Errol on August 10, 2009, 04:08:22 am</div></div>
Applying for the last free spot.
<div><div>Title: Re: SparkGear IV - A New Hope [LIVE next signup opens on 15th]</div><div>Post by: nahkh on August 10, 2009, 04:30:31 am</div></div>
Done. Oh damn, ArkDelgato wanted a turn but gave a wrong date.
<div><div>Title: Re: SparkGear IV - A New Hope [LIVE next signup opens on 15th]</div><div>Post by: Neyvn on August 10, 2009, 04:40:27 am</div></div>
Damn I forgot to ask for another...
<div><div>Title: Re: SparkGear IV - A New Hope [LIVE next signup opens on 15th]</div><div>Post by: nahkh on August 10, 2009, 04:45:25 am</div></div>
cough cough You can slip the envelope under the door.
<div><div>Title: Re: SparkGear IV - A New Hope [LIVE next signup opens on 15th]</div><div>Post by: Neyvn on August 10, 2009, 04:57:03 am</div></div>
What on earth did you mean??? Oh thats right I did ask, ugh me having to go to work made me forget...
<div><div>Title: Re: SparkGear IV - A New Hope [LIVE next signup opens on 15th]</div><div>Post by: Demonic Spoon on August 10, 2009, 02:14:34 pm</div></div>
Nevyn?
<div><div>Title: Re: SparkGear IV - A New Hope [LIVE next signup opens on 15th]</div><div>Post by: Neyvn on August 10, 2009, 05:44:12 pm</div></div>
I'm handing it in now. Don't worry... Didn't do much, only a season... No good at Reclaims so lots of Savescums when the Orcs were able to slip through a mistake here and there... Save (http://dffd.wimbli.com/file.php?id=1322) No map though. Its pretty much the same except for a few things...
The Large Dinning Complex now has a Food/Booze Stockpile nearby, no mote three week hikes to get some food and back again to eat it. A new Workshop Complex in build in the northern walls of the Hollow zone, Stockpiles are closer now for easier access and production, though only the Kitchens and Leather Floors were completed. (Leather Floor requiring a Stockpile zone Above. Please see Pic for Floorplans (http://img.photobucket.com/albums/v630/LeonNeco/Floorplans.jpg).)
Started to build the Mirror Tower that would Rise next to the First in the Hollow Zone, but decided to actually build a Gatehouse for the First Entrance, this Can also be lifted higher for more Attack zones.
Edited the Pathing to the First Entrance for the Wagons, if the Second remains closed they will spawn only in this area...
Upgraded the Barracks by installing an Archery Range, I had read somewhere that they would miss sometimes if the distance was greater the three, so there was a drop system behind it to catch the falling Bolts, stuffed that up, one tile too short. Bone Bolt stockpile being constructed underneath, please allow to fill for faster Training...
Nearly every Soldier is a Champion in Wrestling, Advance the rest as they upgrade to that status and begin them on Marksmanship, if anyone goes through Fast in that Course, there are some Training Weapons in construction, most finished already...
Made Peace with the Humans (who brought something like 40+ logs) please don't make war with them for a while...
Elves requested that we don't cut down more then 125(ish can't remember the right number) Trees, I saw little chance of getting outside to do anything so agreed...
Collected a few scattered items outside the fort from the Last Reclaim before Autumn arrived, bringing with it an Orc Siege. Doors are closed and yet to have placing Marksmen in the Gatehouse for some cleaning, Please don't attack them head on yet, the men ain't ready, don't need a Reclaim... (did one for kicks, the Cups that are sitting in the Trade zone make the outside covered, OVERKILL MUCH)
Masons worked over time to produce lots of Blocks, sadly due to lack of Bins its filled the Large Zone installed for it, and will need some cleaning up or use to return the Mason Workshops to their original speed...
My suggestion is to over haul the Hollow and make it into a City inside there, I see no point in the spread out nature of the Fort so far, Items are so far away from their Workshops it takes half a season to make two items in the Forges...
<div><div>Title: Re: SparkGear IV - A New Hope [LIVE next signup opens on 15th]</div><div>Post by: Tarquinius on August 10, 2009, 08:42:39 pm</div></div>
<div><div>Quote from: Neyvn on August 10, 2009, 05:44:12 pm</div><div>Items are so far away from their Workshops it takes half a season to make two items in the Forges...</div></div>
Most of it shouldn't be that bad. There's a bar/block stockpile 1 Z-level up from the forges and another one 1 Z-level done. There are just a few stockpiles that some lunatic stuck in random corners of the fortress that need to be removed.
<div><div>Title: Re: SparkGear IV - A New Hope [LIVE next signup opens on 15th]</div><div>Post by: Demonic Spoon on August 10, 2009, 11:21:45 pm</div></div>
Awesome, wilsons?
<div><div>Title: Re: SparkGear IV - A New Hope [LIVE next signup opens on 15th]</div><div>Post by: wilsonns on August 11, 2009, 05:46:09 am</div></div>

wow!!!
really cool!
the only problem is the low FPS, but I'll do my best
just a ask
when I enter in any screen(Unit screen, military screen), the screen start to switch beetween the fortress screen and the selected screen(can anyone understand?)
how do I solve this problem?

P.S.:My computer is a bag of s***

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **nahkh** on **August 11, 2009, 06:01:02 am**

It's probably an issue with d13. Damn hippie elves releasing crappy versions.
Try installing DD1.2B over d11 or pure 40d.

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **Demonic Spoon** on **August 11, 2009, 07:05:25 am**

Or, CHANGE THE PRINT SETTING AS I HAVE SAID COUNTLESS TIMES BEFORE!

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **skaltum** on **August 11, 2009, 07:43:58 am**

Quote from: Demonic Spoon on August 11, 2009, 07:05:25 am
Or, CHANGE THE PRINT SETTING AS I HAVE SAID COUNTLESS TIMES BEFORE!

what my heretic in law said

but yeah it may beto do with the print setting also do you use windowsbecause i think it's slightly different on linux and mac. i don't know
tbh but do what demonic spoon the destroyer says

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **wilsonns** on **August 11, 2009, 08:35:52 am**

what's our current project???

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **nahkh** on **August 11, 2009, 08:42:37 am**

Whatever you want to build. The vote is just a suggestion.

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **wilsonns** on **August 11, 2009, 02:17:46 pm**

Sorry, I can't play more...
My vacation were'nt cancel'd(sorry, i'm not so good in english XD)

Ahh...
I'm my turn I didn't did too much thing due to low FPS(and no time to work), I just built a litte shop complex, a new bar stockpile, and
get rid of one siege(but a new one arrived) and brewed a good amount of drinks
the Save:
<http://dff.d.wimbli.com/file.php?id=1325> (<http://dff.d.wimbli.com/file.php?id=1325>)

sorry, I really can't play :(

Good Luck for the next player

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **Demonic Spoon** on **August 11, 2009, 02:23:15 pm**

Well that's to bad for you I guess, Samus?

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **Samus1111111** on **August 11, 2009, 03:52:25 pm**

ok, starting now

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **nahkh** on **August 12, 2009, 04:12:19 am**

How's it going, Samus?

As a brief announcement, my summer job is over next monday, and I have unspent vacation days. Most likely this is the last day of work
for me, so I'll be here spreading my love to you all. Except for heretics, for whom I have only spite.

Love, Nahkh.

PS. I'll be updatan the front page after I get home from work.

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **Samus1111111** on **August 12, 2009, 08:24:16 am**

having a slight issue where I enter the menu (d) and select dig (d), it then sticks on that selection and wherever my mouse moves, it
digs. I am unable to space out of the menu and the only way to get out is to save and then re-load the game. I think that I fixed the print
options, because the screen stopped flashing, but I don't know what to do about this.

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **nahkh** on **August 12, 2009, 08:29:54 am**

Well goddamnit, that does it.

I'm switching us over to d11. This sucks. So. Bad.

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **Demonic Spoon** on **August 12, 2009, 08:34:02 am**

Quote from: nahkh on August 12, 2009, 04:12:19 am

How's it going, Samus?

As a brief announcement, my summer job is over next monday, and I have unspent vacation days. Most likely this is the last day of work for me, so I'll be here spreading my love to you all. Except for heretics, for whom I have only spite.

Love, Nahkh.

PS. I'll be updatan the front page after I get home from work.

:P I love you too nahkh :-*

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **Samus1111111** on **August 12, 2009, 08:36:24 am**

Quote from: nahkh on August 12, 2009, 08:29:54 am

Well goddamnit, that does it.

I'm switching us over to d11. This sucks. So. Bad.

ya, I usually don't mess with the newer versions, mainly stick with tried and true stuff :P

that is until Toady releases the main upgrades :D

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **crash2455** on **August 12, 2009, 09:44:22 am**

Hey, I'm gonna have to pass on my turn. Just found out I'll be out of town that day.

Also, I vote for the million cloaks idea.

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **abculatter_2** on **August 12, 2009, 10:40:42 am**

There are two ways to fix that mouse issue.

One is to play on windowed mode and, whenever you designate stuff, move the mouse outside the window.

The other is to disable the mouse altogether in the init.txt

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **Demonic Spoon** on **August 12, 2009, 11:20:04 am**

abculatter! Why didn't you upload the save man?

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **Samus1111111** on **August 12, 2009, 04:30:48 pm**

~~do we have a well?~~

I mean, did someone ever set up a water collecting system?

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **abculatter_2** on **August 12, 2009, 04:41:16 pm**

Quote from: Demonic Spoon on August 12, 2009, 11:20:04 am

abculatter! Why didn't you upload the save man?

Because I didn't play my turn. I was playing other games and never got around to playing DF.

Quote from: Samus1111111 on August 12, 2009, 04:30:48 pm

I mean, did someone ever set up a water collecting system?

Someone did, but it doesn't work.

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **Samus1111111** on **August 12, 2009, 06:42:18 pm**

ok, here's the save: <http://dff.d.wimbli.com/file.php?id=1332>

not much happened....

killed two sieges, losing 5 dwarves in the process, started a tantrum spiral, ended (almost) a tantrum spiral, witnessed the two most Spark Gear dwarves ever (two dwarves who went beserk and promptly started killing babies, children, puppies, and dogs only, ignoring everything else :P), expanded a little bit on the defences.

No migrants, designated some barrels to be made out of blackmetal. Food and booze stable.

Lost around 5 dwarves to orcs and goblins, 5-10 to insanity, and around 5 to lack of water for wounded.

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **nahkh** on **August 12, 2009, 06:47:38 pm**

W-buh?
Blackmetal barrels?
Are you mad?

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**

Post by: **Skid** on **August 12, 2009, 08:14:28 pm**

He's playing SparkGear, would you expect him to be otherwise?

EDIT: What on earth did you people DO to this place? Three berserks in the first ten minutes...

And where is the entrance control? There are humans and elves outside being eaten by goblins.

EDIT again: Scratch that, they all just got wiped out by kobold bowmen. The elven and human liaison are currently the only survivors, sprinting laps around the outside of the fortress.

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**

Post by: **Neyvn** on **August 12, 2009, 10:06:57 pm**

If you open the Main Gate at the bottom of the map, they can get into the Fort quickly, that's how I made it work in the end. Are you allowing that???

To let them out use the second Gate...

Set Soldiers in the Areas that look over the bridges so that any besieging unit comes in, they are taken out quickly and without hassle as the Merchants leave...

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**

Post by: **Skid** on **August 12, 2009, 10:11:54 pm**

It isn't knowing which bridges to use, it's that I can't find the levers that are supposed open the bridges.

Brak Obama bit the dust at the hands of some maniac, the armorer went mad, and the hammerer died of thirst.

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**

Post by: **Tarquinius** on **August 12, 2009, 10:17:31 pm**

When I ended my turn, all the dwarves were happy. Blame all the chaos on the people who came after me.

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**

Post by: **Neyvn** on **August 12, 2009, 10:21:06 pm**

They were happy before I handed it over, as for the levers its a few levels down, 4 I think from the Trade Depo, look for the 3x3 stairs and go down till after the cluttered stockpiles, its in the first engraved area...

The leaver in the middle top is the one for the Main Gate south, the ones on the left are for the secondary entrance. Use Shift+n to find the notes and read to make sure you have the right ones...

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**

Post by: **nil** on **August 12, 2009, 10:52:26 pm**

Told you guys not to disable justice... of course if you go back now you'll get a couple years worth of beatings all at once.

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**

Post by: **ArkDelgato** on **August 12, 2009, 11:05:56 pm**

YES.
BEAT THEM ALL.
BEAT THEM GOOD.

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**

Post by: **Demonic Spoon** on **August 12, 2009, 11:12:56 pm**

I placed the levers in the statue garden with the mystery statue, above the bedrooms, don't kow if that helps any now.

EDIT: And I have placed [N]otes on all my levers.

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**

Post by: **Samus111111** on **August 13, 2009, 07:09:58 am**

Quote from: ArkDelgato on August 12, 2009, 11:05:56 pm

YES.
BEAT THEM ALL.
BEAT THEM GOOD.

Bad idea, one of the dwarves had 50 hammerstrikes, a beating, and at least 50 days in prison at the end of my turn :P

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**

Post by: **nil** on **August 13, 2009, 11:10:52 am**

Altho with no water it barely matters how much they get hurt--a broken arm is a death sentence.

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**

Post by: **Demonic Spoon** on **August 13, 2009, 11:59:51 am**

Truly this is a wonderful fortress, the merest scratch dooms you to a slow and painful death, muhahaha!!!

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**

Post by: **skaltum** on **August 13, 2009, 01:37:37 pm**

ummm i havn't died have i? I'm the dungeon master and my heretic in law is just named demonic spoon 4. i expect her to be dead tbh

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**

Post by: **nil** on **August 13, 2009, 01:42:41 pm**

You're still around, you'll be a legendary furnace operator pretty quick.

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **Demonic Spoon** on **August 13, 2009, 02:17:07 pm**

And me? I'm a legendary stonecrafter last I heard.

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **Skid** on **August 13, 2009, 02:23:44 pm**

Plays a harp while watching SparkGear burn. :)

Here's the save, main change since last save is that we're down to about 100 dwarves at 10th Limestone, 210, and... well, that's about it. I honestly wouldn't blame you for reverting back a couple saves, the lack of water makes it really hard to stop people from dying all over the place once a spiral is started. If migrants show up it might be worth just locking them alone somewhere and have them populate the fortress from scratch.

<http://dffd.wimbli.com/file.php?id=1335> (<http://dffd.wimbli.com/file.php?id=1335>)

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **zarmazarma** on **August 13, 2009, 03:27:04 pm**

Quote from: Demonic Spoon on August 13, 2009, 11:59:51 am
Truly this is a wonderful fortress, the merest scratch dooms you to a slow and painful death, muhahaha!!!

When I tried it I chose to close the door and to never, ever, ever, ever, ever, ever, ever open it again. How did I get water? Fuck if I know. They drank, fished, and probably crapped in this one 1x1 water tile.

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **skaltum** on **August 13, 2009, 04:02:05 pm**

Quote from: Demonic Spoon on August 13, 2009, 02:17:07 pm
And me? I'm a legendary stonecrafter last I heard.

how about a legendary stonecrafter and a legendary deceased :P

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **Heron TSG** on **August 13, 2009, 10:11:42 pm**

You people should start work on the cave city so that I can finish it during my turn on monday.

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **Demonic Spoon** on **August 13, 2009, 11:19:26 pm**

Right, so I'm annexing crash's turn, since he said he can't play.

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **Demonic Spoon** on **August 14, 2009, 08:26:56 am**

Kay, I'm gonna try reverting to Samus's save.

Scratch that, I'm gonna try wilson's save.

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **Bluerobin** on **August 14, 2009, 12:25:17 pm**

Haha this is awesome. Three thumbs up! Good luck DS...

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **Neyvn** on **August 14, 2009, 07:25:06 pm**

Hey DS mate,
Can I grab the next 'I can't Play' slot???

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **Demonic Spoon** on **August 15, 2009, 12:38:06 am**

Umm... it's a bit too late for that nevyn.

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **ToonyMan** on **August 15, 2009, 12:39:12 am**

Sign-ups today?

Give me the closest day from today dood.

**runs from tree*

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **Demonic Spoon** on **August 15, 2009, 03:03:15 am**

Someone has been been reading my sig? ;)

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Neyvn** on **August 15, 2009, 04:26:01 am**

Can I have the 29th for my Third Turn???

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 15, 2009, 04:28:15 am**

I'd like the 31st please.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Samus1111111** on **August 15, 2009, 07:32:27 am**

I'd like the 22nd

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 15, 2009, 07:41:31 am**

Taken.

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **ToonyMan** on **August 15, 2009, 09:37:01 am**

Quote from: Demonic Spoon on August 15, 2009, 03:03:15 am

Someone has been been reading my sig? ;)

I didn't even see that! Hah. That's funny. I'm not talking about Dracula though I'm talking about Vlad Putin (http://en.wikipedia.org/wiki/Vladimir_Putin).

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Samus1111111** on **August 15, 2009, 10:11:51 am**

oh, didn't see that, then I'll take the 28

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Shrike** on **August 15, 2009, 11:30:25 am**

I'd like to take the 26th, please.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **abculatter_2** on **August 15, 2009, 12:17:25 pm**

When will the front page be updated?

Title: **Re: SparkGear IV - A New Hope [LIVE | Next signup on August 8th]**
Post by: **eerr** on **August 15, 2009, 05:11:31 pm**

Quote from: Barbarossa the Seal God on July 31, 2009, 08:41:03 pm

Damn you, BSOD!

current save is corrupt. I have a ton of time left though, so I'll just try again.

hopefully the troll-pushers will remain in place to defend against orcs again.

this is why people use winzip over .tar and .7z

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 15, 2009, 05:12:48 pm**

Uh, yay for belated comments?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 15, 2009, 05:52:28 pm**

Save: http://dffd.wimbli.com/file.php?id=1345
Map: http://mkv25.net/dfma/map-6681-sparkgear4

Spoiler (click to show/hide)

God I wish I never signed up for that cusred reclamation mission.

That's when everything started going wrong.

As soon as we reached the site we were attacked by viscious creaturs and orcs. But I managed to pull us through, I carved fpr a us a new fortress form this dmaned mountain and led iis into a a age of relative peace and prosperity. And do they thank me? No they complain about the 'inefficiency' of my designs, what's more important, efficiency or not being dead? They claimed my methods were inhumane and extremely unsafe to dwarven life...

Pah! These damn hippies breed so fast I couldn't kill them all if I tried to! We have at least 4 births a season! But when their complainst grew too many and rebellion appeared inevitable I conceded to step down...for a while anyway...

After the bumbling reigns of a series of more and more idiotic rulers the citizens finally appreciate what I have done for them and are once more willing to accept my commands.

The first order of business is constructing a great tower in honour of Armok. This tower will be made fomr solid obsidian and will be consecrated with the blood, sweat, vomit and deaths of many innocent children, animals, masons, miners, enemies and assorted others. Hopefully this great tower will persuade Armok to lift the horrid curse that envelopes this fortress.

After that I ordered all the competeting shop in the fortress closed down. I hate a capitilst society.

Realzing the high death toll of the fortress I have started a strict personal training regime to toughen me up. Hopefully this will make me slightly harder to kill.

The Dwarven Carvan arrived. Once again they refused to let me go with them back to the mountainhomes, bastards. Their reckoning shall come soon enough, but in the mean time I smiled and noddod and gave them a few offering to give his royal majesty. If I can't go to the mountainhomes the mountainhomes will have to come to me. Following that train of though I drew up plans for some improvements required for this settlement to be judged worthy of being the mountianhome, the king should show up any year now. His quarters have been moslty prepared, they just need to be fleshed out with some more furniture.

The elves have arrived, I gritted my teeth and sold them some of our plentiful mugs so that we can get some wood next year. Speaking of wood, the dwarven caravan brought a reasonable amount, enough to repair the magma cannon, I have decided not to tinker further with

it though so someone else will have to improve it.

The dwarves are unhappy about the many sacrifices I have already made to Armok in the as yet incomplete tower, bah, how quickly their mood changes, someone else will have to compelte the tower, for now I will have ot give up the leadership of this fort.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 15, 2009, 06:05:33 pm**

Ha, where'd all that blood come from?

I vote that we designate a barracks at the top of that spire. No hatches.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 16, 2009, 01:16:06 am**

Solarn?

okay i took a look at the map and it appears that my dwarf has a major fetish for mugs so could the next player please place more coffers in the DMS quarters

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 16, 2009, 05:55:00 am**

I already placed plenty, he doesn't seem to want to use them.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Solarn** on **August 16, 2009, 11:13:26 am**

Sorry guys, something came up so I was only able to come online now. I won't be able to take my turn so what's left of it is up for grabs.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 16, 2009, 11:33:24 am**

...Oh shit, Barbarossa's next...

Hide the women and drown the children!

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Aldaris** on **August 16, 2009, 11:51:36 am**

I just got back from holiday and am wondering what you did to SG3, signing up to first SG4 spot that's still free.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **skaltum** on **August 16, 2009, 02:11:35 pm**

offtopic

i just took a look at the dev page and it would appear df 40d14 has now been released and is expected to be FASTER for some users

for now copy the download adress and change 13 to 14 to download

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **abculatter_2** on **August 16, 2009, 06:23:03 pm**

NEVRMIND, LOL

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Heron TSG** on **August 16, 2009, 08:36:29 pm**

I can't wait! Shall I DL now?

PS: I'm building a cave-city!

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nahkh** on **August 17, 2009, 03:59:53 am**

Sorry for being so idle guys, was seriously distracted by other stuff.
Will be available for administering today, in a few hours time.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **skaltum** on **August 17, 2009, 04:19:21 am**

another offtopic

due to my heretic ways i'd thought i'd inform everyone thatdigdeeper v1.3 has been realeased for anyone interested on using the mod after seen the doom it brought SG

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Heron TSG** on **August 17, 2009, 10:24:12 am**

Downloading. My rein of tyranny has finally begun! Fear me, mortals!

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 17, 2009, 12:27:55 pm**

rein of tyranny?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Heron TSG** on **August 17, 2009, 12:46:39 pm**

hell yes.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 17, 2009, 12:58:54 pm**

...so what your tyrannizing pack animals?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Heron TSG** on **August 17, 2009, 01:03:42 pm**

No. I'm not. I'm starting my rein of terror.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 17, 2009, 01:05:38 pm**

...

http://www.google.co.za/search?hl=en&client=firefox-a&rls=org.mozilla:en-US:official&hs=HKm&defl=en&q=define:rein&ei=yZuJSsTkNdyMjAebv_GiCw&sa=X&oi=glossary_definition&ct=title

<http://en.wikipedia.org/wiki/Rein>

:-\

And front page update?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Heron TSG** on **August 17, 2009, 01:44:48 pm**

((rein: control and direct with or as if by reins))

makes sense to me.

My rein of terror has begun! The city is being built!

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 17, 2009, 02:42:52 pm**

...well I guess you showed me :P

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **abculatter_2** on **August 17, 2009, 02:45:44 pm**

I think the proper word is "Reign (<http://dictionary.reference.com/browse/Reign>)" but to each his own.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **eerr** on **August 17, 2009, 02:50:39 pm**

Quote from: Barbarossa the Seal God on August 17, 2009, 01:44:48 pm

((rein: control and direct with or as if by reins))

makes sense to me.

My rein of terror has begun! The city is being built!

may armok bless you with a blood-filled rayne.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Heron TSG** on **August 17, 2009, 10:37:38 pm**

First update.

Skal the "Super Awesome Dude" and several others have died in the collapse of the old temple scaffolding. Those who only fell onto the floor of the main cavern survived with only a few small scratches. (Mostly kids)

Meanwhile, 5 dwarves began the untimely sacrifice to Armok, plunging down 5 stories to splatter and vomit all over the base of the tower. Skal and Mebzuth died instantly, but the other three will die a horrible slow death from their wounds, as we have no water to give them.

In other news, three of the new mansions have begun construction. Hopefully at the end of my **REIN** there will be at least half a dozen constructed for the more notable of dwarves. (not the nobles, mind you!)

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Vieto** on **August 17, 2009, 10:55:36 pm**

Sign me up for slot 26. This sounds like FUN

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **abculatter_2** on **August 17, 2009, 11:00:50 pm**

Quote from: Barbarossa the Seal God on August 17, 2009, 10:37:38 pm

REIN

Now that is most certainly suppose to be reign.

From dictionary.com;

reign
/rein/
–noun
1. the period during which a sovereign occupies the throne.
2. royal rule or authority; sovereignty.
3. dominating power or influence: the reign of law.

rein
/rein/
–noun
1. Often, reins. a leather strap, fastened to each end of the bit of a bridle, by which the rider or driver controls a horse or other animal by pulling so as to exert pressure on the bit.
2. any of certain other straps or thongs forming part of a harness, as a checkrein.
3. any means of curbing, controlling, or directing; check; restraint.
4. reins, the controlling or directing power: the reins of government.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Heron TSG** on **August 17, 2009, 11:15:26 pm**

Quote from: abculatter_2 on August 17, 2009, 11:00:50 pm
Quote from: Barbarossa the Seal God on August 17, 2009, 10:37:38 pm
REIN
3. any means of curbing, controlling, or directing; check; restraint.
4. reins, the controlling or directing power: the reins of government.

It seems legit to me.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Heron TSG** on **August 17, 2009, 11:47:45 pm**

UPDATE: The final death toll of the incident leaves us with 169 dwarves, 8 of which are mortally wounded. Two more have yellow wounds, but this waterless hellhole will likely kill them off if they're not quick to heal. It is six days until the end of summer. Hopefully they shall survive until then.

((Damn that miasma, making me unable to see what all I'm deconstructing! I accidentally designated the SECOND to end of a scaffold line.))

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Heron TSG** on **August 18, 2009, 01:27:47 am**

Okey dokey, this turn went surprisingly well for a Sparkgear turn.

Only ~10 people died, I completed 3 rather large mansions in the main cavern (plus the foundations for the next) and discovered the most awesome way to stack houses. (check the roof complex of the southernmost house I built in the cave)

SAVE (<http://dff.d.wimbli.com/file.php?id=1350>).

EDIT: someone take pics of the new houses in THREE dimensions! (use more than one angle, they're not symmetrical!)

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **ajar** on **August 18, 2009, 03:40:59 am**

Give me a ticket to SG4! I have crative, I mean creative ideas!

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **skaltum** on **August 18, 2009, 05:44:58 am**

Quote from: Barbarossa the Seal God on August 17, 2009, 10:37:38 pm
First update.
Skal the "Super Awesome Dude" and several others have died in the collapse of the old temple scaffolding.

i name thee heretic! other than that have any spirals sparked up? and i want the next DM please guys

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 18, 2009, 08:26:07 am**

Map: <http://mkv25.net/dfma/map-6710-sparkgear4>

Here are a few protips to the next player, that appears to be you nahkh, the bodies at the bottom of the execution shaft appear to be forbidden, you should claim them so they can be buried to prevent unhappy thoughts. Also, it would appear that Barbarossa deconstructed all the roads I made inside >:(So we do meet the requirements to get the king anymore. During my turn I forbidded all non obsidian stone and set that it could not be used in the stones menu of [z] screen and it would seem Barbarossa did not change this. The duchess has mandated the construction of some shortwords which is very easy to do with our obsidian resources. I ordered the construction of some traps at the entrance, some of which have been suspended for some reason, if you would just unsuspend them? And you should probably rebuild them with magmasafe mechanisms, what with the magma spewer, didn't think of that. Oh yeah, speaking of the magma spewer, you should probably improve it.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Heron TSG** on **August 18, 2009, 08:49:54 am**

I had to remove the roads in order to build buildings. Can't build on roads, doncha know!

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 18, 2009, 08:55:56 am**

Couldn't you just have rebuilt them around the buildings though?

Title: Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]

Post by: **Heron TSG** on **August 18, 2009, 08:59:40 am**

I suppose, but more buildings will be made. Therefore, roads should be constructed last.

Title: Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]

Post by: **Demonic Spoon** on **August 18, 2009, 11:32:15 am**

nahkh?

Also, add some POI Barbarossa?

EDIT: If nahkh doesn't show up soon I'm gonna take what's left of his turn.

Title: Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]

Post by: **Heron TSG** on **August 18, 2009, 12:10:21 pm**

added.

also, can I have it instead? I wanted to finish the city complex and the anti-orc superdefense.

I'll be gone starting Friday, so you can have every other missed turn after me.

Title: Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]

Post by: **Demonic Spoon** on **August 18, 2009, 12:11:28 pm**

Well I just wanted to do some small things and I've mostly done them so how about I upload the save of what I've done now?

Title: Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]

Post by: **Heron TSG** on **August 18, 2009, 12:12:23 pm**

okay. whatcha done?

Also, I thought that a ring of magma was more fitting than a giant cave for the tombs.

Nice beds/tombs carved into the walls, by the way. (to whoever made em!)

Title: Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]

Post by: **Demonic Spoon** on **August 18, 2009, 12:16:55 pm**

I think that was ~~Tarquinis~~ it was nil.

I just designated another furniture stockpile, ordered the construction of three obsidian shortswords, claimed the dead around the base of the tower of armok, added some furniture to my apartments, changed the orders for the legendary mason, ordered some more coffins placed and checked things out generally, oh yeah and set a repeat statue making since we seem to have a lack of them.

Save: <http://dff.d.wimbli.com/submit.php?action=message&fid=1351>

Title: Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]

Post by: **Heron TSG** on **August 18, 2009, 12:19:19 pm**

My goals for this mission will be to construct ~~more pylons~~ at least four more buildings, furniturize them, and enact the anti-orc superdefense.

Title: Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]

Post by: **Demonic Spoon** on **August 18, 2009, 12:20:42 pm**

We have a legendary mason that's been cranking out some masterpieces if you want good quality furniture, I have a workshop just for him below the farm level, on the workshop level I created.

EDIT: ...anti-orc superdefense? Ohshitohsitohsitohsitohsitohsitohsit :)

Title: Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]

Post by: **Heron TSG** on **August 18, 2009, 12:48:27 pm**

Don't worry. It'll just be a way for the fortress to survive an invasion of any scale. I'll be replotting the old farm district (connecting it to a building, setting up a gym and crossbow-ering building, and make catwalks between the buildings, as well as drawbridges blocking gateways. Oh yeah, and I'm putting 1000 food and 1000 drink into random basements. Also, I'm stocking up on bolts and making a 30-crossbow pile.

We will make it to the end!

Title: Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]

Post by: **Demonic Spoon** on **August 18, 2009, 12:53:31 pm**

By old farm district you mean the one you made? And we don't have nearly enough food or booze.

Title: Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]

Post by: **Heron TSG** on **August 18, 2009, 01:33:11 pm**

YET.

Title: Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]

Post by: **Heron TSG** on **August 18, 2009, 06:10:35 pm**

Okay, superwounded hungry and thirsty leatherworker went and got possessed. So far he's claimed a workshop, babbled, bled, fell unconscious, and collected a piece of giant cave swallow leather, yak leather, and some golden honey beryls. It is a valiant attempt, and he will be placed in a most magnificent tomb when he finally bleeds to death.

The main keep of the Doomcave is completed (with a tower!), the mall is almost done, apartments are being built, storage is being made, and the Imperial *Fun*house is almost done. (Giant cube of up/down staircases! fun! It'll have a bed platform for the inmate! The inmate will slowly dehydrate and rot! It's for NOBLES!) Catwalks are coming soon, and a few more mansions are ready to be constructed.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 18, 2009, 10:58:54 pm**

You do realize you're late right?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Heron TSG** on **August 18, 2009, 11:01:52 pm**

whoops!

well, I'll just finish up this last building and package up the save.

Didn't get as far as I thought I would, but still pretty far.

PS: We're on the brink of a Spiral. One champion went melancholy, but the other 14 are activated and ready to put down any riots that start.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 18, 2009, 11:03:18 pm**

Righty then, nil, you're next.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Heron TSG** on **August 18, 2009, 11:37:03 pm**

Here's the save (<http://dfffd.wimbli.com/file.php?id=1354>). I had to abandon much of my more recent progress due to the fact that a section of the caver collapsed, slaughtering 10 more dwarves and causing an irreversible tantrum spiral.

MAJOR THINGS -

- *Strange mood going on, I think the guy needs another log. To get the first I had to temporarily destroy an axle be a windmill near the pipe. (For some reason my dwarves wouldn't go outside and I really didn't want to mess with the levers)
- * Dug a new cavern for the Imperial Palace to be built in (Make it awesome!)
- *Finished many buildings (including the mall/apartments!)
- *Statue-ified most of the chapel (add a couple more!)
- *I didn't get a food, booze, or ammo stockpile set up in the Doomcave. (Do that ASAP!)

NOTES:

- *The Doomcave Keep needs a ballistae to be constructed in the 4x3 area beneath the entrance. There's a convenient channel across the way into the keep for easy Bolt Collection.
- *Make some bridges to block off all the major buildings, preferably controlled by a single lever in the keep.
- *Furniturize the mansions
- *Save the dwarf with the possession by any means necessary. He has some awesome items and I'm expecting his artifact to be wonderful. He MUST survive to completion.
- *I forgot to make catwalks between the major buildings and the northwest warehouse (needs a roof!)

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 19, 2009, 02:19:54 am**

ha I didn't even realize you were taking up MY time, crazy sparkgear time zone. I'll get some play in tomorrow.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **The13thRonin** on **August 19, 2009, 09:06:55 am**

I have been really busy and missed pretty much everything up until this point...

Seeing as my turn is drawing near can someone bring me up to speed please?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Heron TSG** on **August 19, 2009, 09:35:10 am**

Well, construction of the city inside the Doomcave is almost complete, and DS and I just shared Nahkh's turn due to his inactivity.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 19, 2009, 10:04:55 am**

nahkh picked the site but didn't play, barbarossa was first.

He fucked up and had to reclaim. He made a huge hole in the mountain and some horrible buildings at the top of the building. I was after him.

He had left the save so unplayable that I was forced to also reclaim. I carved out a new fortress and trade depot, making many basic necessary facilities and making survival possible. I also made things a bit more organized and successfully traded with the elves and dwarves.

After that was abculatter who started work on the magma weapon. And savescummed a lot. After him was skaltum

Skaltum sorta finished the pathetic excuse for a magma cannon. Also added some marksmen locations to the entrance to the trade depot. Also got economy and built some shops and workshops and stuff. And made some expanded stockpile space. Got rid of the cave swallows. Searched for non-existant HFS. Made graffiti using the dig designation. Next was nil.

nil made a magma dump, apparently the chasm isn't good enough for him. Also endured a few sieges. Made some slums along the wall of the giant cave that barbarossa made. Made a secondary entrance. And made a jail tower. after him was Tarquinis.

During Tarquinis's reign I made a artifact ring named after myself, awesome. He also made some new catacombs, a very large dining room, a labyrinth to the catacombs and another workshop complex. Also started a tower and made a barracks. Next was Nevyn.

Nevyn added a food stockpile to the huge dining hall tarquinis made. Added archery range to barracks. Made peace with the humans. Got sieged by orcs, got some of the items from outside. Made blocks. Next was wilsons.

Wilsons made a new shopping district and got rid of a siege, next was samus and skid, however I decided to ignore their saves and go with wilsons's.

I made a massive execution tower in honour of armok, repelled a few sieges, traded with some traders, made some masterwork items, readied our fortress for the king, claimed some items from outside, completed a few mandates, engraved some stuff, increased safety slightly, made quite some food, moved some dining halls, mined out some metal and generally lived the good life.

After me was barbarossa, who killed several poeple with cave ins, made a few more towers in the giant cave, sorta maybe started a tantrum spiral, and made a bunker in case of the appocalypse.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Heron TSG** on **August 19, 2009, 10:17:07 am**

They were houses, not towers.

Also, the anti-apocalypse system needs some work (needs food, booze, and ammo stockpiles) and the buildings need access to each other and a way to block intruders with bridges.

wanna know the hilarious part of the tantrum spiral? Every single dwarf was ecstatic (except for a couple quite contents) until our incompetent mayor (Nish) had a meeting with the only 'unhappy' dwarf in the fort. (They had lost a kid, so what?) Nish gets sad for being yelled at and temporarily tantrums, punching the guy he was meeting with and bruising his upper body. he calmed down, but the other guy was saddened by his injuries and GOES BERSERK. The champions go to put him down, (as well as the other tantrummer in the room, a stoneworker who got pissed at having a rough blue garnet chucked at him.) and they slaughter him in a hilarious fashion. Soon afterwards, I found out that the dwarf who went berserk was one of the Champ's (Atis) BROTHERS! Atis goes melancholy, and in the save I had to give up he was throwing himself down the staircase that opens up into the ceiling of the cavern repeatedly.

Stupid incompetent mayor.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 19, 2009, 12:14:50 pm**

this place has become far too decadent time to harden up

~~also if you wanted me to save that moody dwarf you shouldn't have used all the bone and butchered all the animals. he's dead, jim~~
misread the stocks menus see you have plenty of orc bones lying around

people hatin' on my magma dump, using a giant pile *right next to* the chasm instead, madness

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 19, 2009, 12:54:19 pm**

Well I knew you poeple would want to throw all that precious stone away, and I just couldn't allow that.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 19, 2009, 01:05:42 pm**

there's all kinds of good stuff in there, blocks bags, even some exceptional obsidian furnature.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 19, 2009, 01:06:54 pm**

See what I mean? Poeple dump all kinds of crazy things, I make a garbage dump next to the chams so I can dump that stuff that really needs dumping when my turn comes around.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 19, 2009, 01:20:23 pm**

that's what the magma dump is for dude, you check to make sure nothing good is in there then you pull the lever.

really gaining a new appreciation for how much difference personality makes. I got tantrums up the wazzoo, but I noticed there was one woodworker/mechanic that has been miserable forever, but hasn't done a thing about it. I check his personality--he has a very calm demeanor, great willpower, and can handle stress. If only we had a hundred dwarves like you, Ast!

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 19, 2009, 02:32:18 pm**

unrefined notes:
Spoiler (click to show/hide)
reinstating dwarven justice!

rounded up some peasents to serve in the fortress guard. As of yet we're still understaffed, but I shouldn't have any trouble pressing some idlers into service later on and these will do for now.

First victim, Rovod, a mostly useless brewer. He's been lording his famous godfather from Sparkgear 3 over us for far too long. Once he made a crown... out of wood! He's wanted for disorderly conduct, and unless he's a real fast healer he'll die the Thirsty Death for his crimes. Considering how thoughtly I beat him, recovery seems unlikely. I left him bleeding and unconcious, leaning against the wall of the marksdwarf's guild.

Of course the real criminal here is Brak Obama. He claims to be a leader we can trust, but according the the guy who stands on top of the mall complex and yells crazy shit at the top of his lungs, he's actually a secret elf who hates Sparkgear. I've even heard he wasn't born here! I'd throw him in the jail tower but I don't feel that would be sufficient to hold such a hardened anti-Sparkgear mastermind--something more... secure... must be designed.

edit: map (<http://mkv25.net/dfma/map-6724-sparkgear4>)

20 sandstone The brewer died of his injuries outright. My second victim, a disorderly mason, currently faces a slow death through dyhydration

We got children dying left and right o woe

morul the former planter went berzerk, killed a child, badly wounded a mechanic and was put down by the royal guard

28 sandstone--the place is on the edge of a total riot!

demonic spoon is where he belongs--in jail. the blacksmith also serving time just gave birth. no more conjugal visits!

we've started some magma burials; we have otherwise had trouble building enough coffins to prevent the corpses from rotting.

Kubuk the champion went nuts

we finished the max-secutiy cell with Bark Obama still inside. He promptly threw a tantrum--not so cool under pressure now, eh, Brakky?

Save is here (<http://dffd.wimbli.com/file.php?id=1357>). I'll put up a map and a couple movies in a couple hours. It wasn't a long turn, mostly I was focused on corpse disposal duty, trying to prevent them rotting and worsening the tantrum spiral. I think the worst is past, we lost maybe 20 or so dwarves, but I could be wrong; I'm certainly still getting tantrums. I reinstated justice; prolly did as much good as harm, as being jailed is basically the only way to get injured dwarves to drink alcohol and there's a huge happiness bost when they're released.

map here (<http://mkv25.net/dfma/map-6724-sparkgear4>)

bring out your dead! (<http://mkv25.net/dfma/movie-1612-magmaburial>)

Demonic Spoon, ex-con (<http://mkv25.net/dfma/movie-1613-demonicspoongetsoutofjail>)

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Blast** on **August 19, 2009, 03:44:09 pm**

So, is it my turn now?

Get ready to feel the awsome power of spark gear (half of the dwarfs getting killed and the other half on a tantrum spiral)...

Yes, I'm sort of new on DF. Any tips on what to do first on the fortress?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 19, 2009, 06:40:56 pm**

Yep, it's your turn... As far as what to do, you'll probably be pretty busy just staying alive at first. Make sure you don't let the corpses rot!

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **abculatter_2** on **August 19, 2009, 06:57:09 pm**

Could someone fix those leaks in the magma cannon? Also, why is the main feeding tube turned off? The only thing that's supposed to be turned on/off is the pump right in front of the entrance.

Also, what did Brak Obama do to make him a "Dangerous criminal"?

And why the hell did someone block off the magma's drainage tube?!

And why is that drainage tube now an entrance to the fort's main defenses?

Also, those traps at the entrance are made of magma-safe materials, right?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Heron TSG** on **August 19, 2009, 07:58:51 pm**

Ass that dispensation of justice and you didn't even finish putting the statues in the church tower?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 19, 2009, 08:15:23 pm**

Quote from: abculatter_2 on August 19, 2009, 06:57:09 pm

Also, what did Brak Obama do to make him a "Dangerous criminal"?

Brak was a proxy for Barbarossa, punished stealing half my turn. Didn't realize there was another Barbarossa until it was too late.

Now that I think about it I don't know why I was so sure Brak was from Barb (I guess because I didn't see the new one he'd named, I assumed the unidentified one was his), was he yours? He's got plenty of food down there, although someone should make sure he has food hauling to make sure he doesn't throw all his food out of the stockpiles and make it rot.

Quote from: Barbarossa the Seal God on August 19, 2009, 07:58:51 pm

Ass that dispensation of justice and you didn't even finish putting the statues in the church tower?

I would have put the statues up there, but forgot. I don't feel bad about it at all though.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Heron TSG** on **August 19, 2009, 08:19:52 pm**

Quote from: nil on August 19, 2009, 08:15:23 pm

Brak was a proxy for Barbarossa, punished stealing half my turn. Didn't realize there was another Barbarossa until it was too late.

You weren't online, so I don't really feel bad about it. Brak belongs to someone else who also had Brak in the past 2 sparkgears.

I knew that my cover as a dwarven child would come in handy. nobody suspects!

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **abculatter_2** on **August 19, 2009, 08:21:39 pm**

Quote from: nil on August 19, 2009, 08:15:23 pm

was he yours?

Yes, he was.

Now I would like to ask the next in line to please get him the hell out of there. Though that room is pretty dwarfy, being surrounded by magma and all...

And fix the magma cannon already!!

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**

Post by: **nil** on **August 19, 2009, 09:36:16 pm**

Quote from: Barbarossa the Seal God on August 19, 2009, 08:19:52 pm

You weren't online, so I don't really feel bad about it. Brak belongs to someone else who also had Brak in the past 2 sparkgears.

I knew that my cover as a dwarven child would come in handy. nobody suspects!

You're absolutely right, I just felt like being pointlessly vindictive... and yeah it was the perfect disguise.

Sorry about the mistaken identity, abculatter.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**

Post by: **Demonic Spoon** on **August 19, 2009, 10:28:31 pm**

...I hope you didn't kill the legendary mason or the legendary planters...

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**

Post by: **Blast** on **August 20, 2009, 07:08:43 am**

Here comes trouble... I guess someone didn't like to get back to his former job :\

And I'm a little affraid to ask... What have you done to that infant???

Ohh, and the fortress is lovely decorated, with corpses everywere. Should i give them coffins or make a burning ritual to apease Armok? :P

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**

Post by: **abculatter_2** on **August 20, 2009, 07:13:17 am**

Quote from: Blast on August 20, 2009, 07:08:43 am

Ohh, and the fortress is lovely decorated, with corpses everywere. Should i give them coffins or make a burning ritual to apease Armok? :P

Dump them in the magma.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**

Post by: **Blast** on **August 20, 2009, 08:27:07 am**

One death after... 5 min playing? This trully is spark gear!

Now, where the hell is that infant? ...

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**

Post by: **RavingManiac** on **August 20, 2009, 08:30:32 am**

Go the the profile of the dwarf who is seeking the infant, then press r to show the relationships list. Scroll to the infant and press c to zoom to its location.

I bet the poor thing is starving to death at the bottom of a pit somewhere.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**

Post by: **Blast** on **August 20, 2009, 09:08:49 am**

Starving to death or maybe even better, allready dead.

Half of the infants they have are dead, the others are in accessible places...

And more dead dwarfs on the floor, nice. I wonder if the reaper lives here...

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**

Post by: **Heron TSG** on **August 20, 2009, 09:34:43 am**

which reminds me. Next fortress needs the RAPTOR MOD.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**

Post by: **Demonic Spoon** on **August 20, 2009, 10:01:43 am**

Nah, not hardcore enough, what we need is a SoF civilization.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**

Post by: **Vieto** on **August 20, 2009, 10:11:44 am**

How about we just enable Wizards as a Civilisation? We already have them in the raws under creature_standard. And they throw fireballs! Combined with an Orc Seige and you have both fireballs and Trap_Avoid.

The problem with a flying siege, however, is that they won't leave the edge of the map.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**

Post by: **Demonic Spoon** on **August 20, 2009, 10:14:32 am**

Really? Didn't know that, about the flying siege that is. And SoF are also under standard and throw fieballs, and aren't fliers, so why should that be a problem?

EDIT : Hints to Blast, some of the traps at the entrance do not have magma safe mechanisms, be aware of this if you activate the magma cannon.

Do not go outside EVER. No really I mean it, NEVER EVER, not even to save your grandmother.

If you get me killed you will live to regret it and not very long after that.

Concentrate on getting enough food to keep everyone alive and there should be some masterwork obsidian statues lying around, place them in the statue gardens.

Make me stop pumping my golden pump in my room so I can console poeple.

Make sure the right bottom quarters on the noble level is owned by the current mayor.

Try to fuffill mandates so as to prevent beatings and hammerings which would cuase a tantrum spiral. Deactivate the justice system if you can, damn nil chaining me up, he'll pay for that.

Try to trade with the merchants, allow them inside using the airlock system, keeping you safe from the dreaded outside.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Blast** on **August 20, 2009, 10:26:39 am**

A little update on the bloody turn, another berserk makes a farmer kill a child, then a stonecrafter comes and kills the farmer.

I will post pics later, can't make the game video recorder work... don't know how to start it :\

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 20, 2009, 10:31:09 am**

Goddamnit, I hope you're proud Barbarosssa and nil. And check my previous post for some hints blast. And remember, there is no water. Oh yeah, and read the [N]otes kay?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Heron TSG** on **August 20, 2009, 10:42:30 am**

I had the spiral under control. Nil was the one who killed the mayor.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Blast** on **August 20, 2009, 10:57:19 am**

And can someone tell me where the mason workshop and the carpenters workshop is? All I can find is stills, kitchens and farmers workshops. And they'r everywhere...

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Heron TSG** on **August 20, 2009, 10:58:32 am**

not sure about the carps, but the masons are underneath the farms.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 20, 2009, 11:01:10 am**

There is also a carpenter's workshop beneath the farm level, won't help you much though, since we lack wood.

P.S. Anyone have any idea what happened to nahkh? The last post he made was that one on the 17th but it says he's been active today. ???

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Heron TSG** on **August 20, 2009, 11:18:43 am**

Maybe he's taunting us.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 20, 2009, 11:21:37 am**

You having a blast blast?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Vieto** on **August 20, 2009, 11:31:39 am**

actually, I just checked: the wizards have trap_avoid.

And I, too, have noticed the lack of update.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Blast** on **August 20, 2009, 11:33:31 am**

Well, so far only 3 dead dwarfs on my turn, and 7 ready to be dumped on the magma.

And Brak now officially lives in a miasma cloud...

The rest of the fortress is going fine I guess, made some more processed food, no need for more drinks at the moment.

Hope I get a seige soon xD

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 20, 2009, 11:34:27 am**

Does our legendary mason, stonecrafter and at least one of our legendary planters live? If so then we can rebuild.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 20, 2009, 11:35:57 am**

Woah, woah, woah, let's not go blaming this whole tantrum spiral on *me*. I may be responsible for the miner dying. I definitely killed a brewer or two and a mason. But justice wasn't all bad--jail definitely saved Demonic Spoon's life. And I started with a dozen injured dwarves--there was no stopping it. This tantrum spiral was destiny.

Also the baby spam is from jailed dwarves so it'll go away after they're released. Is that a known bug, btw? I don't see how dig deeper would cause it and its pretty annoying. Make sure Brak doesn't run out of food he's an innocent ææn dwarf!

Spoon: This is Sparkgear, we can always rebuild.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Heron TSG** on **August 20, 2009, 11:37:10 am**

I do believe that the legendary mason was ambushed by some goblins hanging out by the pipe.

Don't worry though, they must have just been inside before I built that wall.

@nil: Calm down, I was just passing the blame.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 20, 2009, 11:38:26 am**

I'm perfectly calm, dude. Calmer than you are.

edit: And while I was mostly kidding about the destiny part, it's definitely true that the place was getting far too comfortable. Where would be be now if the last couple turns had been uneventful? Furnishing the undercity? Building tombs no one would use? *Trading with the elves?*

It's better this way.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Heron TSG** on **August 20, 2009, 11:40:12 am**

STOP BEING UNCALM!

Anyways, who's up for another reclaim and a fortification of the Doomcave? Remember to open a hole in a random wall so that orcs can get in to fight us when we arrive!

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Blast** on **August 20, 2009, 11:40:23 am**

Only the legendary stonecrafters live, the legendary mason and planter are dead

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 20, 2009, 11:47:03 am**

I'm against any reclaims. We started with what, 170 dwarves? We should still have well over a hundred, and if the deaths are slowing down now, with the justice backlog completed and dwarves injured from the cave-in long dead, then the tantrum spiral should be winding down. The dwarves in the last Sparkgear would have killed to be this well off.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 20, 2009, 11:53:01 am**

They were pretty well off until I decided to kill them all... ::)

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Blast** on **August 20, 2009, 12:24:03 pm**

4 more dead dwarfs.

2 from thirst and 2 from "has died after coliding with an obstacle". Found them dead on the floor near high towers. Suicide maybe?

And more corpses everywere, still finding them as I play. More flesh to apease Armok I guess.

Edit: make it 5... One more died from thirst.

And Brak went berserk...Nice!

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 20, 2009, 12:34:06 pm**

...this is what happens when you peons do not complete the great tower of Armok, Armok is angry... >:(

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Albedo** on **August 20, 2009, 12:57:08 pm**

Reclaims are not succession games, they are new games. And for puuuuussies! :P

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Blast** on **August 20, 2009, 12:58:06 pm**

Your little dwarf wasn't happy about that too while you did your post.. lol

Nice timing!

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 20, 2009, 01:02:12 pm**

:P Hey! Underlord? Who did that!

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Blast** on **August 20, 2009, 01:05:24 pm**

I was allready wondering when the fun part would start... and here it is!

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Heron TSG** on **August 20, 2009, 01:07:49 pm**

@DS: I thought the name was fitting considering nobody in the fortress would survive above ground for more than a second.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Blast** on **August 20, 2009, 01:13:22 pm**

Ohhhh!!! Orcs! First time I see them!

They look so "cute" with graphics ^^
http://yfrog.com/5aorcsj (http://yfrog.com/5aorcsj)

PS: They'r at the bottom center of the screen :P

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 20, 2009, 01:14:35 pm**

Remember the Sparkgear mantra:

Never go outside, nothing ever good comes from going outside.

P.S. Complete the tower, obsidian blocks a must.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 20, 2009, 01:26:51 pm**

Damn, how'd Spoon get all the way back down to tantrum-level? Things are getting uglier than I thought...

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 20, 2009, 01:27:50 pm**

I'm like the weathervane for the fortress's mental health and happiness eh? :P

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Heron TSG** on **August 20, 2009, 01:30:10 pm**

That would be why you became the Underlord.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Blast** on **August 20, 2009, 01:31:02 pm**

He's tantruming every few seconds now. Sad thing to see..

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 20, 2009, 01:32:06 pm**

Hey, at least if I go beserk I know I'm going to take some dwarves down with me, I made sure to get my stats as high as possible. :D

What making me sad? You'd better fix what's making me sad.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 20, 2009, 01:33:32 pm**

Well if justice is still active I'm sure they'll either hall him away to jail or beat him, solving the problem, one way or another...

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 20, 2009, 01:34:39 pm**

Remember that I'm superdwarvenly tough, I might well survive the beating and manage to heal the wounds in time. 8)

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 20, 2009, 01:42:00 pm**

Well, if you do enough damage you'll get beaten and jailed, then you'll probably be fine for sure.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Blast** on **August 20, 2009, 02:00:18 pm**

Well, I have to make an announcement... Can't play more for today.

My laptop started giving problems again.

Didnt have much time to play either, just plyed through winter and half sping. Tried to dump all the corpses i found, and there were lots of

corpses... I think it was arround 20 so far.

So, here is the save <http://dffd.wimbli.com/file.php?id=1361> (<http://dffd.wimbli.com/file.php?id=1361>).

PS: There are two mandates that started just now so the next player might want to do them.

Demonic Spoon, want to play the rest of the turn? So you can stop yourself from tantruming and try to finish the tower.

Enjoy the orc seige ^^

In-Character story of my turn comming up soon.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 20, 2009, 02:03:30 pm**

Sure, I'll see if I can save the fortress.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 20, 2009, 02:24:15 pm**

So do berserk dwarves get hungry or thirsty? I'm thinking they don't, and that Brak might rage down there indefinitely. Which is pretty fucking awesome as far as I'm concerned.

Also I left the wrestler squad on duty (I think I wanted to make sure they didn't spar with the guards before the latter were skilled enough to avoid injuries), forgot to take them off. Might wanna do that before they start getting bad thoughts.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Blast** on **August 20, 2009, 02:29:29 pm**

28 dwarfs died during my turn... Awesome! Lots of deaths by thirst and some suicides, 3 because of berserk rages.

Not bad for my first turn in sparkgear I think.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 20, 2009, 03:15:37 pm**

Insane dwarves still require food and water/booze, so brak will die eventually. Oh wait, he already did, I'm sending nil down to keep him company. ;D That'll teach you to put me in jail.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 20, 2009, 03:27:20 pm**

Save: <http://dffd.wimbli.com/file.php?id=1362>

I stabilized things a bit, made enough coffins to clear the backlog, added a few levels to the tower, got a legendary weaponsmith+artifact trident combo.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 20, 2009, 03:34:00 pm**

Quote from: Demonic Spoon on August 20, 2009, 03:15:37 pm

INsane dwarves still require food and water/booze, so brak will die eventually. Oh wait, he already did, I'm sending nil down to keep him compay. ;D That'll teach you to put me in jail.

Ha, fair enough. But the next player needs to at least unforbid the food--that thing was never meant to be an execution chamber.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 20, 2009, 11:35:22 pm**

Errol?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Errol** on **August 21, 2009, 03:58:02 am**

Still alive, and I will begin as soon as my virus scan finishes.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **abculatter_2** on **August 21, 2009, 05:22:47 am**

Quote from: Demonic Spoon on August 20, 2009, 03:15:37 pm

Insane dwarves still require food and water/booze, so brak will die eventually. Oh wait, he already did, I'm sending nil down to keep him company. ;D That'll teach you to put me in jail.

WHAT DID I EVER DO TO YOU!?!

:(

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **(name here)** on **August 21, 2009, 06:48:38 am**

Put me down for the 26th.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 21, 2009, 07:45:24 am**

Quote from: abculatter_2 on August 21, 2009, 05:22:47 am

Quote from: Demonic Spoon on August 20, 2009, 03:15:37 pm

Insane dwarves still require food and water/booze, so brak will die eventually. Oh wait, he already did, I'm sending nil down to keep him company. ;D That'll teach you to put me in jail.

WHAT DID I EVER DO TO YOU!?!

:(

Huh? You went insane before my turn, I couldn't have saved you. You can't cure insanity and insane dwarves won't eat or drink.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**

Post by: **abculatter_2** on **August 21, 2009, 07:46:42 am**

Quote from: Demonic Spoon on August 21, 2009, 07:45:24 am

Quote from: abculatter_2 on August 21, 2009, 05:22:47 am

Quote from: Demonic Spoon on August 20, 2009, 03:15:37 pm

Insane dwarves still require food and water/booze, so brak will die eventually. Oh wait, he already did, I'm sending nil down to keep him company. ;D That'll teach you to put me in jail.

WHAT DID I EVER DO TO YOU!?!
:(

Huh? You went insane before my turn, I couldn't have saved you. You can't cure insanity and insane dwarves won't eat or drink.

You should've thrown me in the magma. Or collapsed the room I'm in into the magma.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**

Post by: **Demonic Spoon** on **August 21, 2009, 07:48:42 am**

That would have taken too much effort, even though I do not dislike you, I also am not particulary fond of you. :P

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**

Post by: **Errol** on **August 21, 2009, 10:08:07 am**

Ack. This is simply too much effort with too few interesting things. Skip me. Sparkgear is too big for me. :(

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**

Post by: **Demonic Spoon** on **August 21, 2009, 10:23:43 am**

Okay then, though it's very interesting if you ask me. Nevyn, wanna claim his day?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**

Post by: **nahkh** on **August 21, 2009, 04:16:39 pm**

Hai guise.
Sorry I've been absent.

This is what I've been spending my time with: Night (<http://64.86.28.46/kusaba/quest/res/26933.html>)
And I've also been running a IRC rpg. Here's the title screen:

Looks like DS stepped up and took over managing duties?
I'll look the new posts over tomorrow, falling off my chair I'm so sleepy.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**

Post by: **Vieto** on **August 21, 2009, 05:35:36 pm**

Quote from: (name here) on August 21, 2009, 06:48:38 am

Put me down for the 26th.

Your the third person to claim 26th :D

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**

Post by: **Kamrusepas** on **August 21, 2009, 08:51:42 pm**

I think it may be time to put SparkGear to rest, its had its day. Euthanasia seems the best option; keeping poor Sparkgear alive any longer could be consired cruelty.

seriously, this thread had losted what made sparkgear great; a warm feeling (hard to explain). nahkh isnt interested and the fortress is getting out of hand anyway.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 21, 2009, 10:14:09 pm**

I think Ark and The13thRonin at the very least deserve a crack at it if they want, and same goes for pretty much everyone else.

I mean if no one wants to play so be it but I for one would like to see it played out to the bitter end. What's the point of rushing to declare death?

edit: Hell, people are still trying to sign up. It still lives!

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **ArkDelgato** on **August 21, 2009, 10:43:33 pm**

I can miss my turn in SG4 if it's time has arrived.

I think if there is a SG5, Nahkh has to set the pace.
If only for the feel good vibes it gives off.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 21, 2009, 11:23:40 pm**

Quote from: Kamrusepas on August 21, 2009, 08:51:42 pm
I think it may be time to put SparkGear to rest, its had its day. Euthanasia seems the best option; keeping poor Sparkgear alive any longer could be consired cruelty.
seriously, this thread had losted what made sparkgear great; a warm feeling (hard to explain). nahkh isnt interested and the fortress is getting out of hand anyway.

Why do you keep trying to kill sparkgear? >:(

Also, nevyn?

And sleep lots nahkh ;)

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Shrike** on **August 21, 2009, 11:29:19 pm**

Due to an impending death in the family, I can't participate on the 26th.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 21, 2009, 11:31:19 pm**

Aw... :(Best of luck with that.

Title: **Re: SparkGear IV - A New Hope [LIVE | next signup opens on 15th]**
Post by: **Demonic Spoon** on **August 21, 2009, 11:42:23 pm**

For your convenience nahkh, in chronological order, you can decide how to list their turns. I didn't quote shrike's since he said he didn't want a turn anymore. Also, no more turn requests poeple, these are already far more than 6.

Quote from: ToonyMan on August 15, 2009, 12:39:12 am
Sign-ups today?
Give me the closest day from today dood.
**runs from tree*

Quote from: Demonic Spoon on August 15, 2009, 04:28:15 am
I'd like the 31st please.

Quote from: Samus1111111 on August 15, 2009, 10:11:51 am
oh, didn't see that, then I'll take the 28

Quote from: Aldaris on August 16, 2009, 11:51:36 am
I just got back from holiday and am wondering what you did to SG3, signing up to first SG4 spot that's still free.

Quote from: Vieto on August 17, 2009, 10:55:36 pm
Sign me up for slot 26. This sounds like FUN

Quote from: ajar on August 18, 2009, 03:40:59 am
Give me a ticket to SG4! I have crative, I mean creative ideas!

Quote from: (name here) on August 21, 2009, 06:48:38 am
Put me down for the 26th.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Neyvn** on **August 22, 2009, 01:51:07 am**

I am at a loss...
I can't think of anything that needs doing...
I think I am an early game player, setting things up, over a late game player, keeping folks alive...

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 22, 2009, 02:03:45 am**

Complete the Armok Tower? Also, improve the magma cannon?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Neyvn** on **August 22, 2009, 02:07:31 am**

Magma Cannons are new ground to me
and How do I finish the tower???

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 22, 2009, 02:27:17 am**

Just continue it as it is with obsidian blocks till the highest z-level, where you designate a pit zone.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Neyvn** on **August 22, 2009, 09:03:57 am**

Gonna have to strike this turn.
Gonna be paying attention to Girlfriend all day tomorrow, and went to a Lan Party tonight so got distracted, that and me folks are doing some DYI work in the back yard so even what I did was too little to even waste time to load as a new save...

But gods mate, why are you so destructive, I mean can't you even attempt to NOT kill everything...

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 22, 2009, 09:16:01 am**

? I didn't kill anything?

Also 13throbin, wanna start early?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **The13thRonin** on **August 22, 2009, 09:52:18 am**

Quote from: Demonic Spoon on August 22, 2009, 09:16:01 am

? I didn't kill anything?

Also 13throbin, wanna start early?

Yes, starting now. Just so I know for sure. I have 31 hours from now to play?

PS - And from Blasts save?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 22, 2009, 09:57:22 am**

Yes and no

MY save! Sorry, misread the posts in my hurry.

Save: <http://dffd.wimbli.com/file.php?id=1362>

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **The13thRonin** on **August 22, 2009, 10:42:02 am**

I too must forfeit my turn... Sparkgear is a mess... I don't know where anything is or what the hell is going on.

Sorry... I think I'm better at starting forts than maintaining them :-\.

PS - If anyone wants my turn you may have it. If not I'll probably get up tommorow and spend an hour making some tiny improvement to the fort before sending it on to the next guy.

I just can't see what the hell is going on... It's too BIG and too EVERYWHERE... Next Sparksgear I call one of the earlier turns so I can help prevent a management nightmare like this!!

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 22, 2009, 10:47:27 am**

It's really rather simple once you get used to it, try reading the POI.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **ArkDelgato** on **August 22, 2009, 10:55:49 am**

Let me have a crack at this crazy mess.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 22, 2009, 10:57:19 am**

Go right ahead, link to my save is just a few posts above this one.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **ArkDelgato** on **August 22, 2009, 11:17:31 am**

Hueg fort is hueg.
I can't even find the door into this place, I give in.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 22, 2009, 11:49:20 am**

...does this help you little crybabies?

Main Entrance: <http://mkv25.net/dfma/poi-17849-mainentrance>

Secondary Entrance: <http://mkv25.net/dfma/poi-17851-secondaryentramce>

Trade Depot: <http://mkv25.net/dfma/poi-17850-tradedepot>

Trade Goods: <http://mkv25.net/dfma/poi-17852-tradegoods>

Workshops 1: <http://mkv25.net/dfma/poi-17853-workshops1>

- Workshops 2: <http://mkv25.net/dfma/poi-17854-workshops2>
- Statue Gardens: <http://mkv25.net/dfma/poi-17855-statuegardens>
- Great Dining Hall: <http://mkv25.net/dfma/poi-17856-greatdininghall>
- Dining Halls: <http://mkv25.net/dfma/poi-17857-dininghalls>
- Lever Room (Read Notes): <http://mkv25.net/dfma/poi-17858-leverroom>
- Farms: <http://mkv25.net/dfma/poi-17859-farms>
- Food Stocpiles: <http://mkv25.net/dfma/poi-17860-foodstockpiles>
- Food Processing 1: <http://mkv25.net/dfma/poi-17861-foodprocessing1>
- Food Processing 2: <http://mkv25.net/dfma/poi-17862-foodprocessing2>
- Shops: <http://mkv25.net/dfma/poi-17863-shops>
- Bedrooms: <http://mkv25.net/dfma/poi-17864-bedrooms>
- Slums 1: <http://mkv25.net/dfma/poi-17865-slums1>
- Slums 2: <http://mkv25.net/dfma/poi-17866-slums2>
- Noble Bedrooms: <http://mkv25.net/dfma/poi-17867-noblequarters>
- Barracks + Archery Range: <http://mkv25.net/dfma/poi-17868-barracksarcheryrange>
- Forges 1: <http://mkv25.net/dfma/poi-17869-forges1>
- Forges 2: <http://mkv25.net/dfma/poi-17870-forges2>
- Cave City: <http://mkv25.net/dfma/poi-17871-cavecity>
- Tower of Armok: <http://mkv25.net/dfma/poi-17872-towerofarmok>
- Magma Cannon: <http://mkv25.net/dfma/poi-17874-magmacannon>
- Magma Dump: <http://mkv25.net/dfma/poi-17875-magmadump>
- Magma Dump Lever: <http://mkv25.net/dfma/poi-17876-magmadumplever>
- Water Collector(Failed): <http://mkv25.net/dfma/poi-17877-raincollector>
- Chasm Dump: <http://mkv25.net/dfma/poi-17878-chasmdump>
- Catacombs 1: <http://mkv25.net/dfma/poi-17879-catacombs1>
- Catacombs 2: <http://mkv25.net/dfma/poi-17880-catacombs2>
- Catacombs 3: <http://mkv25.net/dfma/poi-17881-catacombs3>
- Labyrinth to Catacombs 2 + 3: <http://mkv25.net/dfma/poi-17882-maze>

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **ToonyMan** on **August 22, 2009, 11:51:03 am**

I'm still ready for my turn on the 25th. Don't worry.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 22, 2009, 11:52:15 am**

Eh, take robinth13th's turn as well why don't you? I'm not gonna take another turn until someone else has played a bit.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **ToonyMan** on **August 22, 2009, 11:54:19 am**

I'll do tomorrow. OK. Don't expect anything big. The most I'll probably do is another magma lake.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 22, 2009, 11:57:02 am**

nothing to see here

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 22, 2009, 11:59:40 am**

So ark, I assume you're quitting from your turn as well?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **ArkDelgato** on **August 22, 2009, 02:33:49 pm**

Yeah.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 22, 2009, 02:37:12 pm**

OKay poeple, 24th up for grabs, who wants it?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Blast** on **August 22, 2009, 02:48:07 pm**

Wow, I'm the only "new" guy that tried to actually play it. Too bad I'm still newb at DF :\ Next sparkgear I hope I can do something better.

PS: If anyone is intrested, i can post the in-character story of my turn, with some screens included, but dont know if someone will read it xD

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **skaltum** on **August 22, 2009, 02:50:11 pm**

hmmmm demonic spoon the bossy ruler of the elviverse

sounds like your tryin to be nahkh lol. has the next DM arrived ye? cause i want him/her. and in the ex DM room as well

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 22, 2009, 02:51:39 pm**

Quote from: Blast on August 22, 2009, 02:48:07 pm

Wow, I'm the only "new" guy that tried to actually play it. Too bad I'm still newb at DF :\ Next sparkgear I hope I can do something better.
PS: If anyone is intrested, i can post the in-character story of my turn, with some screens included, but dont know if someone will read it xD

Go ahead blast, the stories are half the fun. :D Also, they just don't have what it takes to see things through. :P

Lol skaltum. The previous DM that you claimed is dead? I don't believe so.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **skaltum** on **August 22, 2009, 02:53:22 pm**

Quote from: Demonic Spoon on August 22, 2009, 02:51:39 pm

Lol skaltum. The previous DM that you claimed is dead? I don't believe so.

;D yay DM!!!

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **ToonyMan** on **August 22, 2009, 02:54:24 pm**

I'm going to find a *nice* place to put my magma lake.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 22, 2009, 02:54:58 pm**

Not the cave city please?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **ToonyMan** on **August 22, 2009, 03:05:24 pm**

It'll probably be outside in a *nice* ditch.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 22, 2009, 03:27:47 pm**

You should do something like this (<http://whc.unesco.org/en/list/811/video>) (relevant part of the video is 1:05 to ~2:00), only instead of having a intricate series of small aquaducts lining the walkways delivering water throughout the city, you use magma.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **The13thRonin** on **August 22, 2009, 08:38:20 pm**

Who built so many cage traps at the front of the fortress?

This is the reason that Orcs have TRAPAVOID in Dig Deeper. It just isn't fair on the poor critters.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 22, 2009, 11:26:00 pm**

It was me and I know that, but we also get attacked by goblins and kobolds.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Blast** on **August 23, 2009, 06:19:44 am**

Ok, so here it is. In-character story of my dwarf with a little bit of background story too. I'll use the spoiler thing because it is kind of a long story. Hope you have fun reading it.

Spoiler (click to show/hide)
Before SparkGear

"Day" 304 under seige

We are still under seige, so many days have passed and those orcs won't leave the gates...

Also, the excavations are not going well, another cave-in this day took three of our best miners. Good thing we could salvage theyr pickaxes, we need all the metal we can get to forge weapons. Cant afford to waste it on other things...

"Day" 450 under seige

Another caravan slaughtered. Dont know why they keep sending them, they should know that if the caravans dont go back to the city, it is a bad sign, but they just keep sending them... At least they took some orcs down with them..

"Day" 584 under seige

This is it, I'm tired of this. I like to live underground, but being trapped on a hole is not my idea of "and he lived happily ever after".

I started to train all the capable dwarfs, good thing I was part of the royal guard is the past, all that training will prove usefull now. I hope...

"Day" 600 under seige

Today we will lower the bridge, and may Armok bless us so we can make an offering to him later, all the blood spilled by the orcs. CHARGE!!!

"Day" ...

We did it, can't belive we did it with only forty casualties, after all we were eighty six dwarfs against more that one hundred armed and savage orcs.

Today we are going home, finally. No more excavations trying to find adamantine. That "hole in the ground" is cursed. Mountain Homes, here we go.

King reception

The king ordered a banquet, as soon as he heard about what we did on the fortress we had, maybe he's not as bad as I thought.

And it's a big one, lots of food, and most important, alcohol.

Cow meat, pig meat, chicken, perch, carp, cave crocodile and... is that cat??

The bad news...

Now I know why the king was so happy that we survived, he wants to send us back!

I hate that tiny, fat and beardless dwarf. I should know that no good dwarf shaves his beard...

He asked (ordered) me to take place as the leader of a fortress that is going through a rough time. He says I have nothing to worry about though, the experience that I got from the past fortress would be sufficient to be a good leader.

I leave with his promise of visiting me and the fortress in a near (probably never...) future.

SparkGear

The new fortress

As I'm leaving, I remeber what the king said, "With your fighting skills no one will give you troubles there. And the journey should be safe too". I just hope he wasn't lying, or he will regret it when he comes to visit the fortress...

When I arrive at the place all I can see is two huge towers rising from the inside of the mountain, like fingers reaching the sky. Crazy dwarfs if you ask me, all that a dwarf needs comes from below the ground, not from above.

As I get closer I start to hear noises and bashing sounds. Where does it come from?

Orcs, but these ones are in cages. They eye me furiously and start bashing the cage again. How could Armok alow something like this to live? Are not the elves allready a curse on the world, along with the kobolds, goblins and trolls?

Hmm... a bridge lifted, blocking the entrance... Why does this seem so familiar? ...

"Anyone there?" I shouted, though it would be hard to hear anything inside, but I noticed that there are some fortifications arround here. Maybe they have guards up there watching the entrance?

From up there: "A dwarf is outside?? Is he mad???" "Ohh, not one of ours.. Must be the new "leader" I guess.. Well, what are you waiting for? Lower the bridge, quick!"

In a matter of seconds the bridge is lowered. As I start walking to the fortress a dwarf screams at me "Go inside! NOW!". I started running as fast as I could, didn't even have the time to look back. When i got in and the bridge was up again I asked "What was behind me? Some orc got loose from the cage?"

Unknown: Nothing was behind you, but we never know what may be lurking outside. Better safe than sorrow.

Just as I thought, crazy dwarfs... Well, time to take a walk arround the fortress I guess. So here is the... FOR ARMOK SAKE! WHAT IS THIS!!???

I like to live in a "hole in the ground" but this hole is too damn big. One more reason to call these dwarfs crazy... They even made towers and houses inside the mountain, not just outside. Do they think they'r humans now? Too much sun on theyr heads if you ask me...

"So, who was the last in charge here? Is he alive and capable of speaking?"

Unknown: "Alive, yes, capable of speaking... maybe not. Come, I'll show you where he is. By the way, my name is Dakost Treatyblades"

Hmmm, I like that name. Maybe this dwarf is not as crazy as the others, seems a nice dwarf to me.

Dakost: "Here we are. Try your best, but dont know if it's worth your time."

Well, if I don't I will never no. "So, you'r the former ruller of this fortress?"

Nill: "Shiny.. So shiny..."

"What's so shiny?"

Nill: "The pump, oh marvelous pump... My... My precious!"

Now I know why they needed a new leader... I wonder if he was the one who ordered to build the towers? Maybe not, all he cares is about pumps, or so it seems.

"Ok, no need to spend more time here, could you show me the rest of the fortress?"

Dakost: "Yes, come with me."

What's that smell? Looks like there is something rotting... "Where does this smell comes from?"

Dakost: "Ohh, it's from that corpse over there."

"You have dead dwarfs on the corridors???"

Dakost: "Well, we have them pretty much everywhere. We ran out of coffins."

"We have to get rid of them before they actually rot. Any way to do this before we make more coffins?"

Dakost: "Hmmm, you could allways use the magma incinerator..."

"If it is the only way to get rid of them fast, then that's what we will use."

I ordered everyone to move the corpses they found to the magma incinerator system. Not a propper burial but this will have to do.

Time to talk to the mayor. I hope that at least he can talk a bit, because Nil...

Ohh great... When I get to know the mayor name I find out he's dead. Died not long ago, went on a berserk rage and was killed so he could not harm anyone... I'm starting to think that the last fortress I was in was not the only one that was cursed.

..."My baby, my baby!"..."If i can't have my baby then no one else can"...

Where does that come from? Above I think, time to climb that tower.

Fighting sounds, hope I didnt come too late.

Yes, I did come too late... A dwarf looking for her child had lost her mind and killed a kid that was near, and was struck down not much later by a farmer that saw what she. Two more deaths.

More corpses. Every day we have more corpses on the ground. Many of them die from thirst, strange dwarfs... Only ask for water when they'r injured, and we have no such thing on this fortress. They refuse to drink wine or beer, must be a new kind of desease.

The rest of the corpses are from strange deaths. No one knows how they died, but they seem to appear near the towers built on the giant hall. Suicides if you ask me. Can't blame them though, this is not the best place to live in.

As I was walking through the fortress I heard some noises from a hole. Hot as it was, maybe filled or surrounded with magma. "What do you have down there?"

Dakost: "Uhhh... Hm.. Nothing. Really, don't worry about it. Nothing intresting to see down there."

I did try to take a look inside, but with all that miasma I couldn't see much. I swear it seemed like someone said "Yes we can" from down there. I must be hearing things. Well, lets keep going.

..."The orcs! The orcs are here!"...

As I heard that, I rushed to the entrance, taking a look from the fortifications. An orc seige, or maybe not. Looks like it is a small group...

Small group... How I was wrong, someone (Demonic Spoon... Strange name. Demonic Fork would be better) on top of the towers saw the rest of them (maybe not as useless as I thought, those towers). It's a real orc seige. They started moving to the entrance, "camping" there, just waiting for an opportunity to come and slaughter us.

I can't sit here and wait untill they go away. From the past experience that I had, I know they can wait as long as we do. Time to prepare to fight. Time to train the dwarfs to kill the orcs one more time. As from now on I am not the leader anymore, I'm a soldier prepared to die for the dwarfs that live in here, particularly one dwarf.. (Dakost... <3)

I wish the best of luck for the next person on the king's black list. May Armok bless us once again.

Hope you enjoy it.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 23, 2009, 10:11:51 am**

Hey! What's nil doing with my personal gold pump? Grr >:(. Good story :D

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **ToonyMan** on **August 23, 2009, 12:15:57 pm**

So is The13thRonin doing his turn or what?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 23, 2009, 12:16:35 pm**

No, you were supposed to do stuff today... which is nearly over.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **ToonyMan** on **August 23, 2009, 12:20:28 pm**

Well, I was sleeping. It was dark. When does the turn end? In a few hours? Wow, I didn't have this problem last time.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 23, 2009, 12:21:32 pm**

Turn ends in about 5 hours. But since no one seems to want tommorow you can continue tommorow, unless someone actually claims it.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **ToonyMan** on **August 23, 2009, 12:22:05 pm**

I must do atleast a month then!!! ONWARD TO THE SAVE.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 23, 2009, 12:22:53 pm**

[Quote from: Demonic Spoon on August 23, 2009, 12:21:32 pm](#)

Turn ends in about 5 hours. **But since no one seems to want tommorow you can continue tommorow, unless someone actually claims it.**

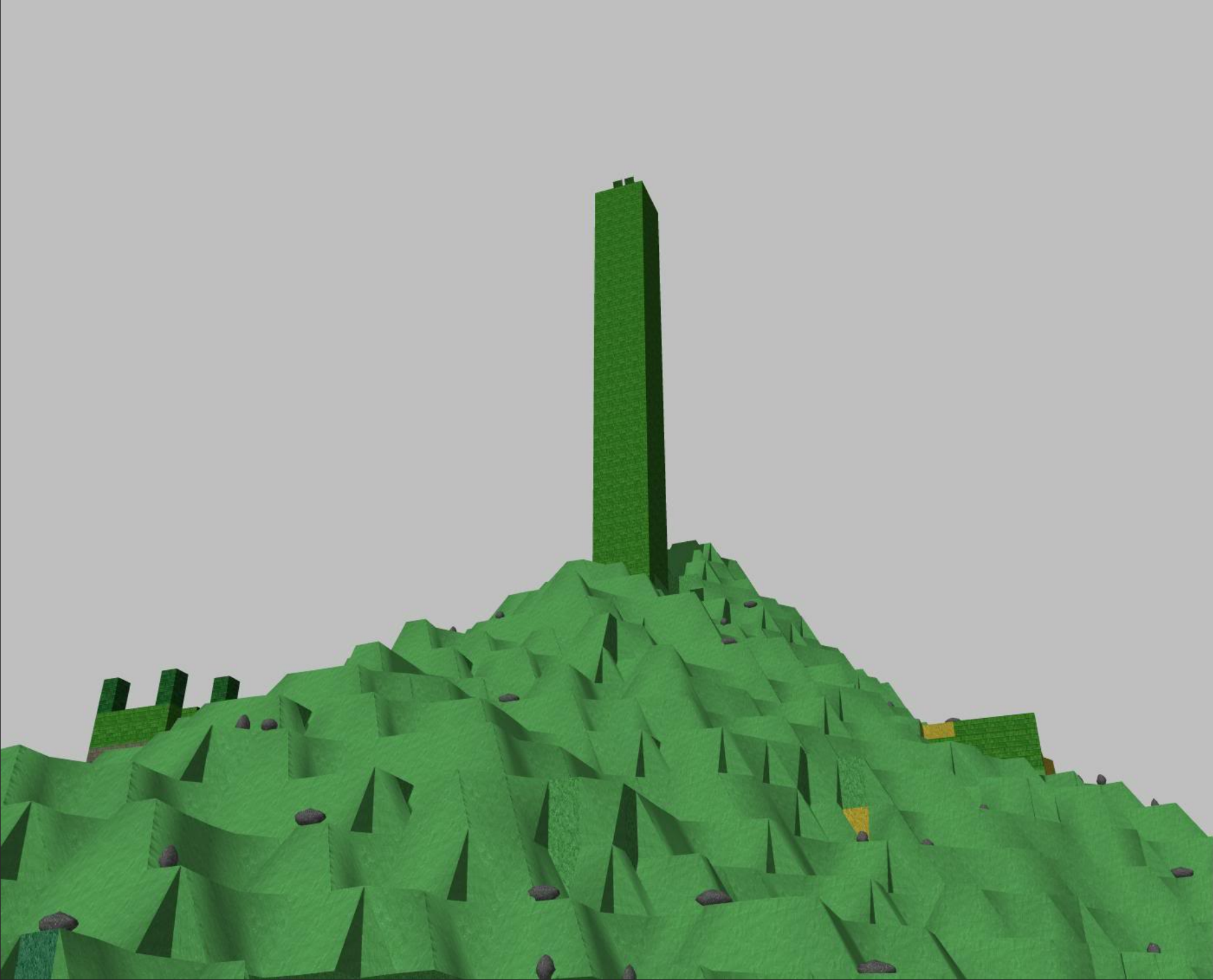
Added some text you might have missed.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 23, 2009, 01:17:02 pm**

3d pics! :D

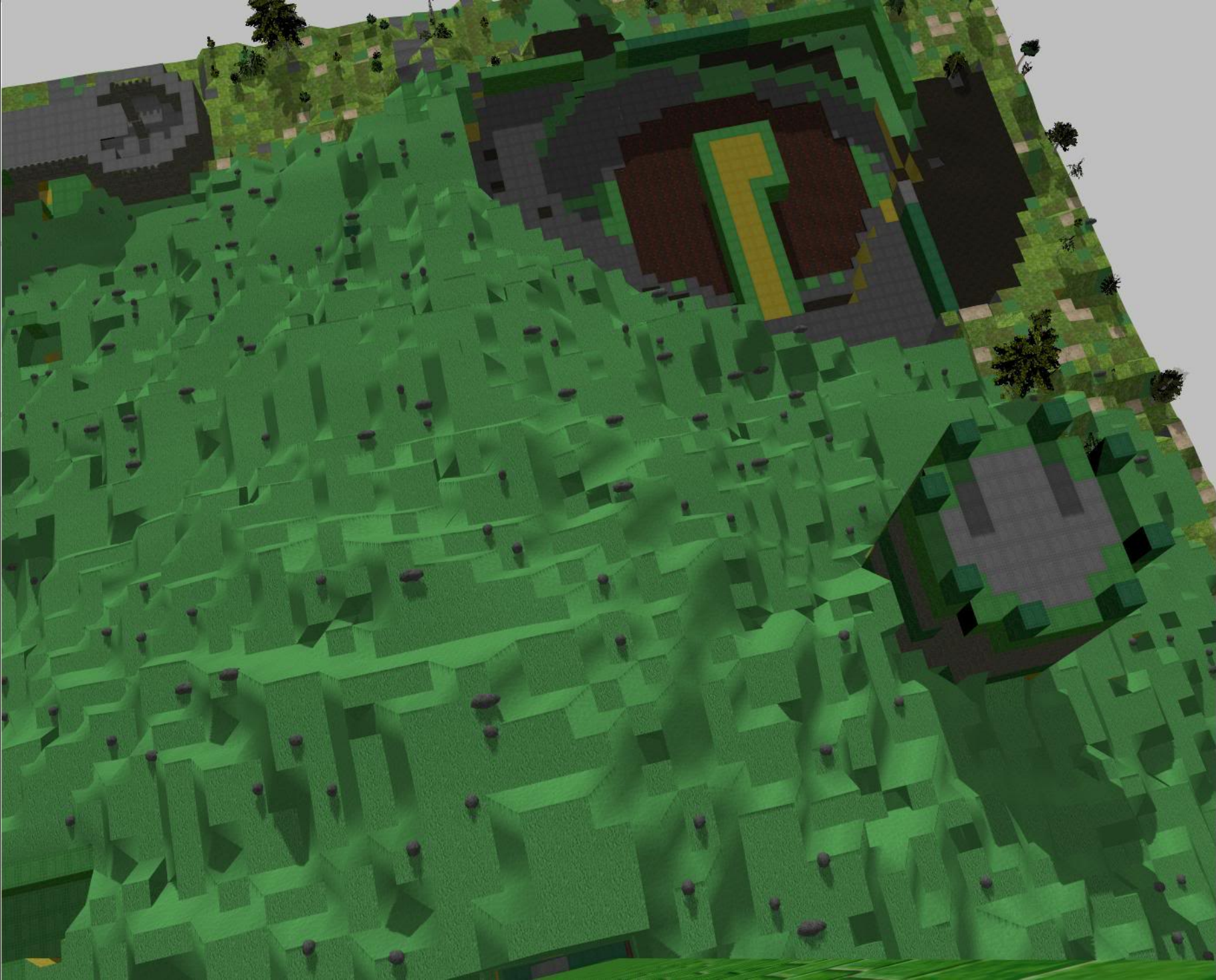
A view of the tower of armok fomr the base, unfortunately the viewer seems to believe obsidian is green >:(:

[Spoiler](#) (click to show/hide)

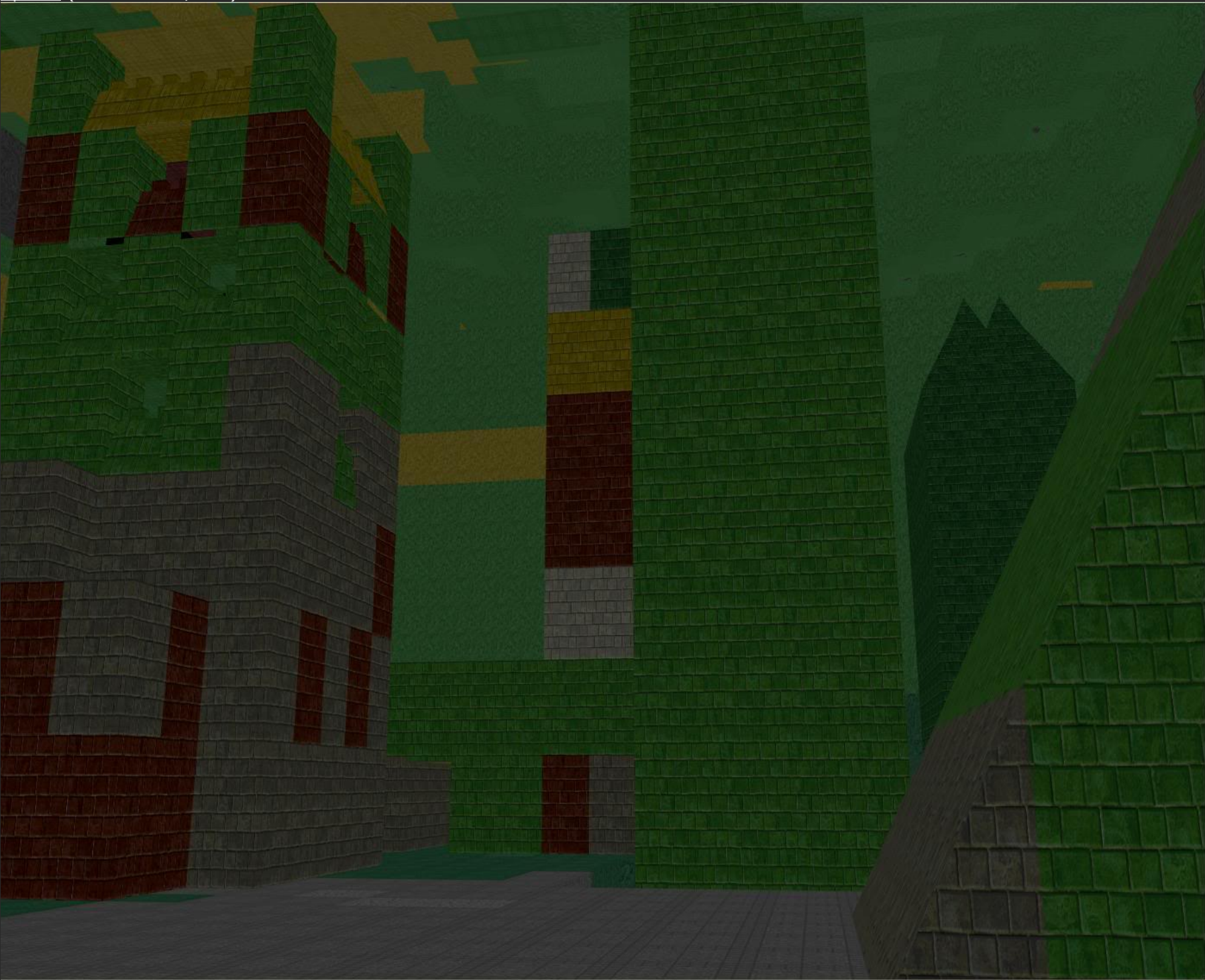


A view from the top of the tower:

[Spoiler](#) (click to show/hide)



The cave city:
[Spoiler](#) (click to show/hide)



It's too bad Dwarf Visualizer doesn't do a better job on those inside-the-cave shots, I might even fire up my old copier of 3dwarf to see how that looks.

V edit: Heh. "Fell." V

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **ToonyMan** on **August 23, 2009, 02:23:20 pm**

It's almost Mid-Summer. Food and booze is up. There's like 5 dwarves that are crawling around with broken everythings though. I think they might have fell off the cave city's roofs.

EDIT: OK, I'll continue playing for the next day too.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nahkh** on **August 23, 2009, 02:49:06 pm**

Has someone claimed the 30th already?

And as a small note, I'll be away next week (visiting a friend in Prague).
I guess I'll appoint DS as the official vice-Nahkh while I'm gone. He's by far the most active Gearhead anyway, and seems to have kept things rolling while I was otherwise occupied (ie. boozing and womanizing).

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 23, 2009, 03:52:04 pm**

o.O nahkh's a playah

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 23, 2009, 11:12:45 pm**

No one has specifcally claimed the 30th no.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **ToonyMan** on **August 24, 2009, 05:50:31 pm**

I'm sometime in Autumn. The magma doesn't want to work with me this turn. :-X

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 24, 2009, 11:29:15 pm**

Update?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **ToonyMan** on **August 25, 2009, 12:55:24 pm**

Quote from: Demonic Spoon on August 24, 2009, 11:29:15 pm

Update?

Here's the save. Drinks are up and everything. I couldn't get the magma to work.

<http://dff.d.wimbli.com/file.php?id=1376>

I think a child went fey, it doesn't have the materials though.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 25, 2009, 12:56:58 pm**

Right then, Vieto you're up.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 25, 2009, 01:54:52 pm**

Good job stabilizing that tantrum spiral

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 25, 2009, 01:56:50 pm**

Me? It was me btw.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **ToonyMan** on **August 25, 2009, 02:00:30 pm**

Quote from: Demonic Spoon on August 25, 2009, 01:56:50 pm

Me? It was me btw.

Yeah. There was only like 4 unhappy dwarves when I started my turn. I don't think anybody is unhappy anymore.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 25, 2009, 04:26:21 pm**

Quote from: Demonic Spoon on August 25, 2009, 01:56:50 pm

Me? It was me btw.

Fair enough, I didn't look too closely at your save. I just saw a red and assumed the madness wasn't over.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Vieto** on **August 25, 2009, 07:34:30 pm**

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 25, 2009, 10:57:39 pm**

Protip, there is no HFS.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Vieto** on **August 25, 2009, 11:37:16 pm**

yeah, I noticed when I looked around the map. :-\

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 25, 2009, 11:38:24 pm**

The constant sieges and ambushes make up for it though. :D

P.S. It would appear that the 30th is open, someone claim it!

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Vieto** on **August 25, 2009, 11:41:59 pm**

Yeah, so far I've been lucky. I just need everything to be clear for the rest of Autumn, then I couldn't care less about sieges.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **vagel7** on **August 26, 2009, 06:39:39 am**

could i have the 30th place?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Vieto** on **August 26, 2009, 12:31:17 pm**

Peculiar...

my royal guard appears to be dying of hunger and thirst, yet my food and booze stockpiles are full...

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **ArkDelgato** on **August 26, 2009, 12:34:10 pm**

Can they reach the food?
The stock pile could be behind locked doors from where the guards are.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 26, 2009, 12:35:13 pm**

I disabled health care on many of the dwarves, to prevent spam because of the lack of water. If someone gets wounded they are doomed to die.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Vieto** on **August 26, 2009, 12:40:38 pm**

Well, the guard does spar in the Barracks, but that would explain things, if they are injured. I hope Nil doesn't get mad at me...

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 26, 2009, 12:45:51 pm**

Ha, as long as you remember to toss some food down in the pit every once and a while I'm happy.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Vieto** on **August 26, 2009, 02:11:25 pm**

How about an +Elven-Diplomat meat Roat+

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 26, 2009, 02:12:42 pm**

...eh, elf flesh is stringy, fit only for cats and fluffy wanblers.

P.S. Vieto you have only another 3 hours, and then it's aldaris's turn.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Vieto** on **August 26, 2009, 03:06:46 pm**

yep, I know.

I'm hurrying, I'm hurrying.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 26, 2009, 03:29:55 pm**

So what do we do at the end of the month? I'm guessing nahkh isn't really into taking the time to start Sparkgear V, but there's definitely still demand for a turn-a-day succession game. Although I'm definitely down to help find a good site and play a round or two, personally I'm not really the guy to take the lead here. Anyone else given any thought to this?

Of course people could always keep playing this map, or maybe I'm wrong and nahkh is still looking for an active role...

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Vieto** on **August 26, 2009, 03:41:01 pm**

A major river in a tropical rainforest terrifying biome with sand and magma and flux should be adequate for SG5. i wouldn't mind leading it, small amounts of dwarves are easy to manage.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 26, 2009, 03:51:04 pm**

Leading isn't really about the first turn--that's the fun part, really. It's about being there to say "yeah the next guy on the list isn't coming, we need to skip" and to just be a cheerleader in general. Spoon's been doing it lately so if he still wants to continue doing so I'm fine by that.

As far as sites go, it can be hard to find sites with both interesting biomes and lots of features. If people reach a consensus tho I'd at least be willing to gen a few jungle worlds or tundra worlds or whatever and see if I can get something to work.

That being said I think HFS is pretty crucial too, and it's very difficult to have that co-exist with non-mountain biomes, let alone a major river. I might gen a few maps this evening, see if I can bring anything up that looks... appropriate. I do like the idea of dealing with some skeletal hippos or something...

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **skaltum** on **August 26, 2009, 05:24:27 pm**

why am i still a heretic :(also a major update needed nahkh. and can some more maps be added. also could everyone make a recording of ambushes and seiges :P i havn't seen much SG carnage recently

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Vieto** on **August 26, 2009, 05:47:04 pm**

aldaris: I might not finish my megaproject by the end of the next 20 minutes. I think I'm going to need, at most, another hour or 2 to finish it. Do I have your permission to use an extra hour to make sure I finish this megaproject?

Save: <http://dffd.wimbli.com/file.php?id=1379> (<http://dffd.wimbli.com/file.php?id=1379>)

I'll post the story in a couple of minutes. Sorry about the lateness.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Vieto** on **August 26, 2009, 09:29:55 pm**

Vieto’s glorious Magmarine

Summer

They told me I’m their new leader. ME! I don’t know if I’m the best person for the leader but – wait, I’m the leader! Mwa-hahaha!

TODAY, I WILL BEGIN MY GLORIOUS MAGMARINE! I just need to get rid of those Orcs, first.

Autumn

Ok, the seige is over. I’m beginning the initial phases of my Magmarine, by digging out a section in the grand city’s north. Being the Consort of the Duchess, I easily got permission to do my evil deed. Why, I might even add a ‘flood the world’ lever! Maybe, if I have time. Ether way, time to open the gates.

Well, I opened the gates in time, just after they opened a Dwarven Caravan from the mountainhomes arrived... as well as an Elvin Diplomat. I’ll see to it that he gets disappointed, unless he gives me a realistic demand. Silly elves.

Well, considering we don’t even have 124 trees, we worked towards a mutual agreement. By we, of course, I mean the lacky I sent to do the talking. In any case, construction has begun outside. The lacky informed me the elf was very smug. Note to self; learn how to use that magma cannon...

The slacker Demonic_spoon finally did his trading! Also, one of our masons has begun a mysterious construction. Must have been secretive or something, I don’t pay attention to these things. My Magmarine has a higher priority.

Progress is going well on the wall surrounding where the Magmarine will go. We had a slight cave in; no unjuries, but Demonic_Spoon got knocked unconscious. He wasn’t injured, thankfully, as I have no water with which to treat injuries, and the sole source of water is a plumbing disaster.

Almost done the outer walls... gah! I heard reports of a Macauque attack. I’m sending some military dwarves to make short work of them.

And they finished the job.

Finally, the Sub Pen is secure from all possible seiges and ambushes. Currently, it has a fresh coat of green on it, but that will soon be washed away... with magma. Also, someone began acting weird, claiming a mason shop and all. Peasants, what could he be possibly be doing?

Winter

Digging out the pen now, and a Human diplomat appeared over the horizon. What could he possibly want in the middle of winter?

On the other hand, he does appear to have Melancholy. That might have something to do with it.

Some goblins ambushed... our front entrance. They never had a chance. They missed their window of opportunity by about a month.

Another goblin ambush, no harm done – hey, is that a child out there? EVERYONE, BATTLE STATIONS! SAVE THAT KID!

We’re too late... the kid is dead. I hope he wasn’t the son of anyone important. He wasn’t my kid, so I’ll get right back to work on my Magmarine. In fact, I better close the gates now, before any more children leave. I’ve heard about tantrum spirals, not pretty. Definitely not good for someone with a megaproject.

The Human is speaking to us. Its kind of creepy, he’s saying things like ‘Its such a pleasant place you’ve carved yourself’ to the Duchess. I’m getting bad vibes from him. Anyways; back to the subpen!

It has suddenly occurred to me that I haven’t made anything to power the magma pumps that will be filling the sub-pen. Hmmm...

It is a sad day today. Nil, captain of the Guard, died of starvation, despite our massive foodstocks. From now on, the 1st of Obsidian will be called ‘Nil years day’ because it was the day he died.

Speaking of death, the human died. I hope this doesn't end badly... I knew he had Melancholy!

Spring

Another royal guard has died of thirst... considering we have over 2000 units of booze, the peasants must be revolting! I must finish my Magmarine before they get me!

I've begun filling up a small tunnel with magma. I hope we will be able to lift all the magma to the Sub-pen eventually... My Dwarf senses are tingling... ELVES!

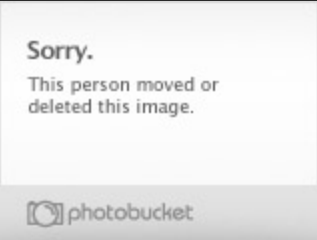
Oh, phew, they are just a hippy caravan. Time to open the gates, and see if the hypocrites brought and wood, exotic animals, or sunberries. Now where is Demonspoon?

As I was walking about the Magmarine, I saw a splattering of blood among the vomit. It was at this time that the Elven 'diplomat' appeared. Holding his disgust back, we agreed not to cut down over 100 trees. These elves are persistant. Smug little bastards, err, little where it counts ;) In other news, DS finally showed up to trade with the elves.

After trading, DS looked rather Smug. He claimed he bought us a grizzly. A female Grizzly. Now we just need a male one to wander on the map, and we could easily have a Grizzly Armada. Right here is the sole reason I tolerate the elves; They give us grizzlies.

Well, we really need to reset the traps by the entrance; an ambush sprung there, killing the mechanic who was loading a cage trap. 6 deaths thus far. Thankfully, nobody knew him better than a long-term acquaintance.

Gah! There is a full fledged war going on outside! They nearly got DemonSpoon, but he managed to get inside before he was injured.



After the brief combat session, I'm now stationing my men at the entrance so all the goods can be brought inside safely.

Today, We have been granted a baby girl. In other news, a child has been kidnapped! And a bone carver has just became possessed. Also, 2 more layers to clear before construction of the actual Submarine can begin! I have organised a party to celebrate the first of these... Wait a second; everyone, stop slacking!

Well, the possessed guy came out with a cave lobster shell bugle, with 24k. Also, Our entrance may as well be flowing with vomit; that should keep the goblins and Orcs away!

It finally rained! Now our dwarves are rushing to get what little water the cistern has collected. Also, we have a dungeon master. This is great news, as now we can tame that Wyvern we happen to have.

Immigrant wave! 24 new men immediately going into the military or making my Magmarine! Population now 134.

I heard my leadership on this project has an encroaching time limit; mutinous peasants! I'm speeding up the digging.

Summer

We have cleared out the Subpen. Now its time to start building the sub! And, of course, finish the magma pump system.

As we begin this, the humans have declared war on us, and there are several humans waiting.

Autumn

We have progress on the first 2 decks. I hope the next leader will allow me to finish the rest of the sub.

Winter

THE MAGMARINE IS COMPLETE!

Or at least just a skeleton, I trust my successor will furnish it with rooms, and finish the magma pump. In the mean time, its time for me to relax a bit. What, with the seige and all. Death count: 9. Oh, and its almost Nil years eve! Got to prepare for festivities.

- The Duke

-ps: finish the Magmarine, FOR THE DUKE!

The mega-project (except in green, and magma hasn't been added yet): THE MAGMARINE!



Ok, so I've built a magmarine, which is a submarine that will be submerged in magma. The next person may do whatever they like with the Magmarine, but if they want to complete it, it needs rooms, and it needs the windmills to be built and hooked up; the latter needs about 200 wood. Once connected, only a lever needs to be pushed for the whole contraption to fill the pen. Just make sure you don't push the wrong lever ;P

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Neyvn** on **August 26, 2009, 10:11:10 pm**

Ahh Are those ramps to the left and right of the Main Gate still there, remove them so there isn't a 3 wide ramp up to the next level, this will make the Trade Caravan appear then 100% of the time if the main gate is open before they arrive, else they will need to use the second entrance and use the main as a quick escape...

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 26, 2009, 10:23:13 pm**

Nice, good job vieto, adalaris you're next. And I'm willing to take the lead in any future Sparkgears, I was thinking we should do the glacier thing though?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Vieto** on **August 26, 2009, 10:36:33 pm**

Quote from: Demonic Spoon on August 26, 2009, 10:23:13 pm
Nice, good job vieto

I presume you are happy because your dwarf wasn't among the death toll? :D

As for a glacier: sure, it might be viable. Especially for the frame rate. Just make sure it has magma.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 26, 2009, 10:37:24 pm**

Yeah, pretty much, though I didn't like you calling me lazy >:(

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Vieto** on **August 26, 2009, 10:40:11 pm**

your dwarf took *forever* to get to the depot, and forever and a day to sign my personal mandates for magma-proof piping and corkscrews. Cut me some slack there.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 26, 2009, 10:41:01 pm**

What was I doing? I might have ordered me to pump some air to improve my stats.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Vieto** on **August 26, 2009, 10:42:21 pm**

You were conducting meetings with yourself.

edit: you were doing so slowly, at 20fps.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 26, 2009, 10:45:38 pm**

Actually, I conduct meetings with other poeple, I attend meeting with the mayor though.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Vieto** on **August 26, 2009, 10:57:25 pm**

the mayor was busy working. In fact, I had to temporarily make him manager to get something done :P

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 26, 2009, 11:01:01 pm**

you let my dude starve! sucks to be me

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 26, 2009, 11:02:23 pm**

Hehe, thus is the fate of poeple who chain DS :D

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Vieto** on **August 26, 2009, 11:12:39 pm**

Quote from: nil on August 26, 2009, 11:01:01 pm
you let my dude starve! sucks to be me

Hey, there was 4000 meals and 2000 drinks. You dwarf should have gotten a bite to eat.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 26, 2009, 11:13:47 pm**

Uh, his dwarf was thrown in a pit surrounded by magma...you were supposed to throw some food down to him.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Vieto** on **August 26, 2009, 11:20:26 pm**

That would explain everything...

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 26, 2009, 11:26:12 pm**

Ironically enough he was the one that made the pit in the first place :)

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **vagel7** on **August 27, 2009, 12:47:01 am**

Oi,can i get the 30th place?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Aldaris** on **August 27, 2009, 07:39:50 am**

I just noticed my turn is today, and I'm sorry to say I don't have the time for it right now.
So I'll pass it on to the next guy.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 27, 2009, 09:20:18 am**

Alrighty then, Samus you want to start early?

P.S.

Quote from: vagel7 on August 27, 2009, 12:47:01 am

Oi,can i get the 30th place?

Sure, I authorize it with my vice-nahkhy powers of officialdom. :P

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Vieto** on **August 27, 2009, 11:16:12 am**

The magma must flow... FOR THE DUKE!

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 27, 2009, 11:18:22 am**

Eh, sure whatever. ::)

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Tykk** on **August 27, 2009, 01:49:04 pm**

Says 6 slots are open opn the title, but I'm assuming that it just hasn't been change since *checks the list again* seems to be full to me.

Still gunna stick around, SG has been highly amusing ^.^ was readin through what happened in SG3.... hilarious ^.^

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 27, 2009, 01:52:45 pm**

Yeah, all the slots are full, nahkh should really change the title, though maybe you can play for the few hours left of aldaris's turn if you like?

EDIT:

Also hehe, my personal fort just got a legendary clothier from a mood to match my legendary weaver from a mood, perhaps armok is telling me to set up a profitable cloth industry, selling the cloth items made from cloth bought form caravans back to the same caravans at more than double the price? :)

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Tykk** on **August 27, 2009, 02:00:04 pm**

I'd love to but I'm about to walk out the door for work so don't have time. I'll be watching it over the weekened and any time I am not busy doing something else though, so maybe another time I'll be able to grab a spot.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 27, 2009, 02:04:56 pm**

Ok then, later perhaps.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Tykk** on **August 27, 2009, 02:23:31 pm**

Though if whoever starts today at 2200 GMT fails to show, I'd love to pick that one up and take over until tomorrow 2200.

I won't get back until 0500-0600 tomorrow, but I can pick up as soon as I get home.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Samus1111111** on **August 27, 2009, 07:13:33 pm**

it's fine with me if you take that turn, and you can go till sometime around (I hate GMT....) 4 pm CST, which I think is 2100 GMT (probably wrong conversion....). That is when I get home from school and can start my turn.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Shrike** on **August 27, 2009, 09:02:49 pm**

The death happened, and the funeral was taken care of today. as such, I'd love to participate in the next SG, (after PAX).

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Tykk** on **August 27, 2009, 09:13:35 pm**

Eh I'm confused, is it samus turn now or does that start tomorrow?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Samus1111111** on **August 27, 2009, 10:04:56 pm**

my turn starts tomorrow, you can take what's left of this turn and some of mine (just see my last post)

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Vieto** on **August 27, 2009, 10:08:48 pm**

Actually, according to GMT, your turn began 4 hours ago.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 27, 2009, 10:52:20 pm**

I think what Samus is saying vykk is that you can play for most of his turn since he won't be able too play till later in his turn.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nahkh** on **August 28, 2009, 01:33:19 am**

nil, you heretic. Of course Im going to start SGV. Im just lost somewhere in northern Czech rep. at the moment. Be back on saturday.

'sides, I'm aiming for skeletal whales this time anyway.

Love, Nahkh.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Tykk** on **August 28, 2009, 01:35:13 am**

I'm still incredibly confused.

~~Aldaris posted at 08:39:50 on Aug 27, 2009 saying that it was his turn (which would have started at 18:00:00 on Aug 26, 2009) So giving up his turn would mean that until 18:00:00 Aug 27, 2009 a spot was open. (All these times are based on this websites time, which I believe is EST since I am CST).~~

~~Samus said he would start when he got home from school, and his turn should have started at 18:00:00 Aug 27, right?~~

~~So from now until tomorrow at 18:00:00 EST~~

So I was seriously confusing myself more and decided that I would download the most recent save and do what I can with it, and if Samus wants to use what I upload for the remainder of his turn, sweet, if not, the previous save will still be there.... lol....

downloading now

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 28, 2009, 01:41:45 am**

Quote from: **nahkh** on **August 28, 2009, 01:33:19 am**

nil, you heretic. Of course Im going to start SGV. Im just lost somewhere in northern Czech rep. at the moment. Be back on saturday.

'sides, I'm aiming for skeletal whales this time anyway.

Love, Nahkh.

I wholeheartedly approve of both these developments

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Tykk** on **August 28, 2009, 02:13:56 am**

Out of curiosity, is Dig Deeper the only mod that we need in the folder for everything to work properly with the current save?

The clean copy on the first page works all wacky for me, everything shakes on the screen and blinks real fast, but I have a copy of DD staight from the mod forums... guess I'll try to use that.

EDIT:

Since no one else has replied, and I am going to bed, I am going to include all of this in this same post.

Link to the save game:<http://dffd.wimbli.com/file.php?id=1382> (<http://dffd.wimbli.com/file.php?id=1382>)

And here's what happened....

Spoiler (click to show/hide)
25th Opal 213 [Mid-Winter]

Hic So some Dwarf comes up to me today, 'unno who he was but he handed me a bit of a letter from some noble or somewhat, says I should try to make something of myself. Says I should take command of our little home here and do something grandeur, something worthwhile, something magnificent. Puts me in charge, they do...

Cackles Well let's see... considering I've been naught but a peasant, not worthy of any job really, i've just boozed myself for the past many years. 'unno even what's going on. Took a stroll through the entire Fortress today and well, I was surprised, I was! Nice little set up this place has.

Nods to himself

Well, if anything's gunna get done 'round this place, might as well start with those darn humans seiging at our door. First order of business was to make some of these warriors round here proficient with a bow. See some of 'em got at least some skill, so I'm having a couple of our masons go carve some fortifications over by the humans, heh... we'll catch em off guard, we will!

5th Obsidian 213 [Late Winter]

This is taking much longer than expected. But I will destroy their forces!

18th Obsidian 213 [Late Winter]

Finally got some workers to build a full path to the walls where the humans think their hiding. Convinced 'Demonic Spoon' to carve some fortifications into the walls so our Marksdwarfs could fell all those silly humans.

Takes another swig of alcohol

Gotten the alcohol supply up a bit.

If I can ever get rid of those humans, I'll make sure we go harvest as much wood as possible to save up in case of another seige.

1st Granite, 214 [Early Spring]

It's a new year and we are no longer under seige! After tiring from trying to get the fortifications fully constructed, I opened the front gate to allow our military out to defend out home!

After obliterating a number of their horses and militia, I am saddened to say that they fled before we could kill them all.

We have also, unfortunately, taken a few losses of our own.

A list of the dead shall be provided so that those who have lost love ones may mourne:

Iton Logemosram Atorzocol Kel, one of our Champions (Bled to death during the battle)
Nil Olinluslem, one of our Children(Wandered outside and was struck with a bolt -Prfesomeably to the head, a quick and instant death-)
and *Urist Likotuthir*, one of our Recruits (also bled to death in battle)

So Spring has arrived and our numbers have fallen to 131, but we still press on, stronger than ever.

We now have a small suppl of meat, from a few Donkey foals that were butchered.
Plant stocks are pushing 400+
Alcohol stocks are pushing 500
Our cooked meals are pushing 4000
And seeds remaining are pushing 900.

2nd Granite, 214 [Early Spring]

I've instructed some of the workers to carve out a nice room and fill it with wonderful things. It shall be my room, and my tomb.

The dungeon master is also throwing a tantrum, so she is having a nice five-room home carved out for herself, to cool her mood.

5th Granite

The *Dungeon Master* has gone berserk and started attacking people.

Out of wounds received by our fellow dwarves in self defense, the Dungeon Master has bled to death.

This might not be so good.....

I have added a large section to be turned into a farm plot, near the others, and have set many brewers and cooks to work to begin increasing our stock piles.

11th Granite, 214, [Early Spring]

One of our Soldiers:

Iden Morulrul

Has died of thirst. This doth not bode well, as it was like it was prophecy that when Iden's soul left his body, a vile force of darkness would arrive upon our doorstep.

We are now under siege by Orcs.

Datan Fesherush, one of our Seige Operator's, got caught outside as the Orcs came in from both directions, he stood no chance as they slaughtered him where he stood.

I've walled myself away in hopes that I won't be blamed for this, and maybe I can lay here in my underground solitude in peace.

I left my letter of resignation on the door outside, I hope someone's gotten it....

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 28, 2009, 07:28:26 am**

Uh, the dungeon master already had some nice royal quarters, why the heck was he tantrumming? Also, why do you poeple always insist on going outside? It's never worth the tantrum spiral that follows >:(.

So yeah, Samus you gonna take the rest of your turn?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **skaltum** on **August 28, 2009, 07:32:02 am**

i died again!!!! >:(i want next DM :P lol

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 28, 2009, 07:39:29 am**

Yeah, I'm just reminding everyone of this since you seem to have ignored it.

Spoiler (click to show/hide)
Quote from: **Demonic Spoon** on August 22, 2009, 11:49:20 am

...does this help you little crybabies?

Main Entrance: <http://mkv25.net/dfma/poi-17849-mainentrance>

Secondary Entrance: <http://mkv25.net/dfma/poi-17851-secondaryentramce>

Trade Depot: <http://mkv25.net/dfma/poi-17850-tradedepot>

Trade Goods: <http://mkv25.net/dfma/poi-17852-tradegoods>

Workshops 1: <http://mkv25.net/dfma/poi-17853-workshops1>

Workshops 2: <http://mkv25.net/dfma/poi-17854-workshops2>

Statue Gardens: <http://mkv25.net/dfma/poi-17855-statuegardens>

Great Dining Hall: <http://mkv25.net/dfma/poi-17856-greatdininghall>

Dining Halls: <http://mkv25.net/dfma/poi-17857-dininghalls>

Lever Room (Read Notes): <http://mkv25.net/dfma/poi-17858-leverroom>

Farms: <http://mkv25.net/dfma/poi-17859-farms>

Food Stocpiles: <http://mkv25.net/dfma/poi-17860-foodstockpiles>

Food Processing 1: <http://mkv25.net/dfma/poi-17861-foodprocessing1>

Food Processing 2: <http://mkv25.net/dfma/poi-17862-foodprocessing2>

Shops: <http://mkv25.net/dfma/poi-17863-shops>

Bedrooms: <http://mkv25.net/dfma/poi-17864-bedrooms>

Slums 1: <http://mkv25.net/dfma/poi-17865-slums1>

Slums 2: <http://mkv25.net/dfma/poi-17866-slums2>

Noble Bedrooms: <http://mkv25.net/dfma/poi-17867-noblequarters>

Barracks + Archery Range: <http://mkv25.net/dfma/poi-17868-barracksarcheryrange>

Forges 1: <http://mkv25.net/dfma/poi-17869-forges1>

Forges 2: <http://mkv25.net/dfma/poi-17870-forges2>

Cave City: <http://mkv25.net/dfma/poi-17871-cavecity>

Tower of Armok: <http://mkv25.net/dfma/poi-17872-towerofarmok>

Magma Cannon: <http://mkv25.net/dfma/poi-17874-magmacannon>

Magma Dump: <http://mkv25.net/dfma/poi-17875-magmadump>

Magma Dump Lever: <http://mkv25.net/dfma/poi-17876-magmadumplever>

Water Collector(Failed): <http://mkv25.net/dfma/poi-17877-raincollector>

Chasm Dump: <http://mkv25.net/dfma/poi-17878-chasmdump>

Catacombs 1: <http://mkv25.net/dfma/poi-17879-catacombs1>

Catacombs 2: <http://mkv25.net/dfma/poi-17880-catacombs2>

Catacombs 3: <http://mkv25.net/dfma/poi-17881-catacombs3>

Labyrinth to Catacombs 2 + 3: <http://mkv25.net/dfma/poi-17882-maze>

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Vieto** on **August 28, 2009, 08:05:15 am**

yeah, during my turn, when I went outside to build the walls for the subpen, I managed to finish it with-out problem.

But the puke! Oh, the puke...

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 28, 2009, 08:42:29 am**

Map added

<http://mkv25.net/dfma/map-6842-sparkgear4>

Also, my dwarf is pretty badass, I actually have some hope of him surviving to the 31st :P. Legendary in mining, pump operating, bookkeeping, appraising and stonecrafting. Also Great in organizer, proficient in planter and a respectable ranking in some other skills :D.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 28, 2009, 10:50:25 am**

Quote from: Demonic Spoon on August 28, 2009, 08:42:29 am

Map added

<http://mkv25.net/dfma/map-6842-sparkgear4>

Also, my dwarf is pretty badass, I actually have some hope of him surviving to the 31st :P. Legendary in mining, pump operating, bookkeeping, appraising and stonecrafting. Also Great in organizer, proficient in planter and a respectable ranking in some other skills :D.

To the pit with him!

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 28, 2009, 10:52:05 am**

Don't make me cave in your tower of justice...

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 28, 2009, 10:54:42 am**

I'd like to see you try once you're in the pit!

Also, Tykk, that wasn't your fault, it's a common problem with that version of DF (d13 I think?). It can be solved by playing with the partial print setting in the init.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Tykk** on **August 28, 2009, 12:17:00 pm**

Lol yeah its cool,
As far as the DM having any rooms,
From the noble screen it
Showed she didn't have anything at all
And for the tantrum spiral
Right during an orc siege
Sounds like FUN!

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 28, 2009, 03:55:42 pm**

I'm going to assume Samus didn't play, ajar over to you.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **kurisukun** on **August 28, 2009, 04:07:14 pm**

So.... erhm...

What's going on with this? If I sign up, what dates would be availble? I'm reading SGIII right now, and lovin' it, and would love to participate.

The sign up sheet in the first post confused me.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 28, 2009, 04:08:45 pm**

All spots are taken, sorry, you'll have to wait for next month, unless someone withdraws, I'll let you know if that happens.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **kurisukun** on **August 28, 2009, 04:17:58 pm**

ah, well then.

once I finish GS3 and catch up on what's gone down here, I'll probably be in the thread pretty regularly. *loves nothing more than a good Sucession Fort Thread*

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Tykk** on **August 28, 2009, 04:21:02 pm**

Samus still has just under an hour if I convert correctly and he just got home a Bit ago from school

That's what I understood from His post yesterday anyway

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 28, 2009, 04:23:15 pm**

Kk, if he does post something in the next few hours it's canon.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Samus1111111** on **August 28, 2009, 04:34:04 pm**

sry, just got home from school. If possible would still like to take my turn, just tell me how long I have left

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **skaltum** on **August 28, 2009, 04:35:17 pm**

well acording to BST GMT your late by 35 mins ???

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **vagel7** on **August 28, 2009, 04:56:11 pm**

i wonder how many dwarves are going to die while i rule them.

also i will go to another town tomorrow,so i wont be availebel and might be there till sunday.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Canageek** on **August 28, 2009, 04:57:56 pm**

Well, you guys got me to post: I don't play DF but I _LOVE_ reading the wacky stories it produces. I think part of the problem with DFIV vs earlier DFs was the lack of in character fiction prevented people from getting attatched to people. We had less insane megaprojects this time, and less nutty rulers doing wacky things after the first bit, but everyone seemed less involved. It could be that everyone is innured to the general death & madness but this is just how I see it after reading all 4 stories in one day.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Samus1111111** on **August 28, 2009, 05:21:26 pm**

ok, since it seems that my turn has passed, it's ajar's turn

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Tykk** on **August 28, 2009, 06:07:26 pm**

I dunno samus maybe you could play
A little and have an extra save for
To choose from since he might not get
Home until later tonight

Edit: that and orcs are starting
To seige might be fun anyways

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Samus1111111** on **August 28, 2009, 06:59:26 pm**

ok, I'll just play a bit and post the save and the next player can choose which

cancel that, just skip me, no idea what's happening :P

F.Y.I. - I couldn't make the soldiers go to their station... it was as if something was preventing them from reaching their station. I checked doors and such and they were all open and I activated them, so I don't know what the problem is, may just be my comp, but the next player will want to make sure that it works for them.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 29, 2009, 12:18:41 am**

Were they on duty?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 29, 2009, 12:32:53 am**

patrol routes, maybe

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 29, 2009, 12:42:02 am**

Anyway, are you sure you don't wanna play some more? Ajar has yet to answer my pm. And it would seem he was last active on the 26th. You can claim his day if you like, or you know, someone else can claim it.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **vagel7** on **August 29, 2009, 03:01:34 am**

i will definatley be able to take my turn tomorrow.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 29, 2009, 03:16:58 am**

Good to hear, you want today as well? Since it would appear that ajar is a no show.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **ajar** on **August 29, 2009, 05:59:43 am**

Sorry, was ... umm... didn't come to the computer after the movie ended. Now awake.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 29, 2009, 06:09:44 am**

Well use the rest of your turn then, you have 11 hours.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nahkh** on **August 29, 2009, 08:10:55 am**

Back from Prague.
How are the shenanigans these days?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 29, 2009, 08:23:04 am**

Nothing really major happend, both abculatter's and nil's dwarves are dead, vieto made a 'magmamarine', my personal toughening regime continues, I'm pretty damn hardcore atm, and the fort seems remarkably stable.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nahkh** on **August 29, 2009, 11:25:55 am**

I see.

Anyways, I've found a pretty good site candidate for SGV. I can't seem to get HFS and magma next to an evil ocean though.

My original plan was to take a site next to a terrifying ocean and start building a port city. With skeletal whales around. But I might settle for this one I've got: Magma, HFS, u-river and brook, untamed wilds. It looks pretty neat so far.

Opinions?

Also, as school is about to start I'm thinking of recruiting an assistant to help with managing the fort. No rewards are promised, only work. Volunteers can PM me about it.

Love, Nahkh.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 29, 2009, 12:12:34 pm**

Ooh, that sounds like a sweet area nahkh, does it have sand? If so then I'm sold.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nahkh** on **August 29, 2009, 12:48:19 pm**

Oh hey, it does have sand. I didn't even notice that.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 29, 2009, 12:50:08 pm**

Off to sparkgear heaven! :D

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **ajar** on **August 29, 2009, 01:08:40 pm**

Almost finished with this Demonic Spoon, or nahkh, whatever. I've built "bat caves" in the cavern and am now removing the downward supports. The construction is "connected" to the rocky ceiling of the cavern, but will the whole sh- I mean guana collapse and cause a frikkin tantrum spiral if I remove the supporting elements from below?

I'm sorry to announce that I lost 3 dwarves to orcs that have been sieging the fortress from the earlier player's turn. Was it Tykk's turn or Viedas? Someone had sent these poor fellows to fell trees and then the orcs had arrived and there was no way in hell those dwarves could have been saved. However, some dwarves died of thirst and I messed up the thing too - injuring two children working on my construction site. Probably will die because of no water source?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 29, 2009, 01:10:04 pm**

If it is connected above then I don't think it will cave in no.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **ajar** on **August 29, 2009, 01:31:32 pm**

Quote from: nahkh on August 29, 2009, 11:25:55 am

I see.

Anyways, I've found a pretty good site candidate for SGV. I can't seem to get HFS and magma next to an evil ocean though.

My original plan was to take a site next to a terrifying ocean and start building a port city. With skeletal whales around. But I might settle for this one I've got: Magma, HFS, u-river and brook, untamed wilds. It looks pretty neat so far.

Opinions?

Also, as school is about to start I'm thinking of recruiting an assistant to help with managing the fort. No rewards are promised, only work. Volunteers can PM me about it.

Love, Nahkh.

The idea about a port sickens beyond measure. Dwarves are too drunk to adjust sails + aren't meant to be seafaring. Elves build harbours.

It would however be exactly a fine idea to build on seacliffs that are in touch with an ocean.Then doing underground adaptation. Some sort of port too yes. Some sort of bone something. Why not...

Hidden fun stuff? Has there been HFS in Spark Gear before?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 29, 2009, 01:33:07 pm**

Yes, this is the only one that hasn't had HFS.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **ajar** on **August 29, 2009, 01:57:22 pm**

;D Fine. I'm done. check DFFD

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 29, 2009, 01:59:03 pm**

You could just have added the link to your post...

Save: http://dffd.wimbli.com/file.php?id=1385

Also hehe, I think I'm the only avatar dwarf still standing :D

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **ToonyMan** on **August 29, 2009, 02:04:22 pm**

ToonyMan The Jogger!

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 29, 2009, 03:26:06 pm**

Could you give us a short overview of your turn ajar?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Blast** on **August 29, 2009, 05:49:20 pm**

I still live!! My dwarf shall see the day the king will arrive and then smash him to bits because he sent him there. Or not :P

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 29, 2009, 11:36:01 pm**

Vagel?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **kurisukun** on **August 29, 2009, 11:59:19 pm**

salivates at the prospect of stealing someone's turn

^_____^

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 30, 2009, 12:01:39 am**

Well, I think he's still asleep becuase he current time is just about an hour after midnight ::). Tell you what, why don't you play for a few hours till he wakes up?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **kurisukun** on **August 30, 2009, 02:31:45 am**

Quote from: Demonic Spoon on August 30, 2009, 12:01:39 am
Well, I think he's still asleep becuase he current time is just about an hour after midnight ::). Tell you what, why don't you play for a few hours till he wakes up?

(One of these days, I'll learn not to post before wandering off from the computer for hours at a time.... ZZzzzzzz)

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 30, 2009, 03:57:25 am**

Lol :P.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nahkh** on **August 30, 2009, 05:45:01 am**

Oh damnit, bugged the save.
A bunch of merchants showed up with a million tame animals. Takes five minutes to scroll through the unit list.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 30, 2009, 05:46:41 am**

So you've been playing around with the save? Fortunately that's not canon though right?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nahkh** on **August 30, 2009, 06:49:46 am**

Of course I've been playing with the save. I'm prepping the site better this time around. Fortunately I had autobackup on.
With luck I won't have to regen it.

I'll also be preparing a new DF SGE for SGV. SGE will have 40d14 with Dig Deeper 1.3, and SGE lite will have 40d with DD.
Hopefully this will work better than the last one. Well, less bugs anyway.

I've also had a couple of volunteers for the assistant job, which is good. Mostly I'll be relying on you to provide me with a two sentence summary of every turn that passes, as well as helping me maintain CENSORED BY MINISTRY OF TRUTH

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 30, 2009, 07:32:05 am**

Heh. :D

Edit:

Vagel?

If Vagel doesn't post something in say a hour someone else take his turn kay?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **kurisukun** on **August 30, 2009, 10:36:42 am**

I'm playing right now. I'll check back so I can upload for cannonness if so desired. ^__^

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 30, 2009, 11:46:31 am**

Yeah, that'd be great thx.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **kurisukun** on **August 30, 2009, 12:01:49 pm**

Quick question: Is there water on this map? somewhere? An underground pool or something we haven't tapped yet?

I may or may not have a large number of injured dwarves that are kinda thirsty.... <.< >.>

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 30, 2009, 12:13:54 pm**

Well, there is a tiny 1x1 murky pool but that's it, ;D. It's one of the things that makes this fortress so *FUN*.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **kurisukun** on **August 30, 2009, 12:16:32 pm**

I.... see.

Well so much for doing that....

Erhm... Crud... yea, that dashes that plan too....

Ummm... so this Magma Cannon... if I'm seeing the design right... once I fire it... it drains into... the room next to our barracks?

So once I fire this thing, there's no going back? I don't like that... I wonder if I can fix it....

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 30, 2009, 12:45:42 pm**

Yeah, the magma cannon currently sucks, it'd be great if you'd fix it.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **kurisukun** on **August 30, 2009, 01:17:49 pm**

Gah! No metal, no water, no wood, 50 fucking Children

A champion dwarf chained up to a wall for some reason, who then goes berserk and tries to slaughter half the fortress.
Successfully defeating a siege with no casualties leaves me worse off than if I'd just left them alone.
A magma cannon I wouldn't dare fire even if the fortresses life depended on it.

What have you people been DOING to this poor fortress!!?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 30, 2009, 01:20:59 pm**

Mostly I've been ignoreing everything execpt my superdwarf, it's the only way to stay sane...

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **vagel7** on **August 30, 2009, 02:24:42 pm**

wow,dudes wait,im playing the save currently

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 30, 2009, 02:38:19 pm**

...whoops, how long have you been playing? If only short while perhaps you would play from kurisukun's save?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **vagel7** on **August 30, 2009, 02:43:49 pm**

could somebody tell me how to go up and down Z levels?
im on the european keyboard,i normally go like this shift+. or shift+,,
where can i change this?
aah got it,its < and shift+<
I cant play this,as it constantly flashes when im changing screens,if they woulnt flash i would happily play it.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 30, 2009, 02:56:23 pm**

Try changing the print setting in init.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **vagel7** on **August 30, 2009, 03:24:24 pm**

that did it,could you give me some extra time?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **kurisukun** on **August 30, 2009, 03:50:10 pm**

Quote from: Demonic Spoon on August 30, 2009, 02:38:19 pm
...whoops, how long have you been playing? If only short while perhaps you would play from kurisukun's save?

That's okay. I was at a complete and total loss as to what to do with this monstrosity anyway. Left up to me, I'd finish the Magmarine... or try to anyway. you know how those "accidents" happen.

Suggestion: ignore the seiges. Don't open the front door.

Ever.

Something out there is unforbidden, and many many dwarves will run out there to try and get it.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **vagel7** on **August 30, 2009, 04:02:24 pm**

i am trying to finish the magmarine,but i dont have enough logs for windmills.im currently figuring out a way to solve the issue.
Also my dwarves wont dig anymore

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **kurisukun** on **August 30, 2009, 04:36:42 pm**

Quote from: vagel7 on August 30, 2009, 04:02:24 pm
i am trying to finish the magmarine,but i dont have enough logs for windmills.im currently figuring out a way to solve the issue.
Also my dwarves wont dig anymore

The military has patrols set, so they won't go to stations unless you remove those too. As for digging.. there was only 1 miner. There's a pick forbidden in a tunnel somewhere too.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **vagel7** on **August 30, 2009, 04:54:12 pm**

about 5 dudes come to mine for me,but they seem to have places where they wont mine lol

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **(name here)** on **August 30, 2009, 05:01:44 pm**

How'd a zero-loss seige fight leave you worse off?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **vagel7** on **August 30, 2009, 05:43:53 pm**

Here it is:http://dffd.wimbli.com/file.php?id=1389 (http://dffd.wimbli.com/file.php?id=1389)

i will add the story when i wake up in the morning

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nil** on **August 30, 2009, 06:17:47 pm**

wow is that water I see? three whole bucketfuls, even!

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 30, 2009, 11:37:05 pm**

Huh? That's been there since my second turn.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **eerr** on **August 31, 2009, 12:38:39 am**

should I come and make sparkgear pretty?

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nahkh** on **August 31, 2009, 02:53:53 am**

Pfff.
Okay.

The previous map I found is incompatible with the newest DD. So I scratched that. But do not despair, I've found a new map (without HFS though)
A terrifying jungle, with carp, sturgeon, magma, sand and SECRET SECRET SECRET
Double aquifer, don't know about other underground water.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **nahkh** on **August 31, 2009, 05:10:32 am**

New SG thread is up, just an FYI.

Title: **Re: SparkGear IV - A New Hope [LIVE | FINAL SIGNUP | 6 SLOTS OPEN]**
Post by: **Demonic Spoon** on **August 31, 2009, 02:03:05 pm**

And I'm done!

Story:

I've had enough of the constant power struggles going on in this fortress, it's time to bring in the final and greatest authority to rule over the fortress. I speak of course of the king. As such I prepared our fortress for his coming (*again*). And finally completed the great Tower in honour of Armok. Truly it seems as if he smiles down upon us.

Save: http://dffd.wimbli.com/file.php?id=1393

Map: http://mkv25.net/dfma/map-6864-sparkgear4

So yeah, if someone would be so kind as too babysit the fortress until the king arrives? I fear we'll have to wait for the dwarven caravan to arrive and see our new roads before he will come :(. I have prepared some apartments for him and his entourage though I wasn't able to fully furnish them, if the hypothetical babysitter would do that? And I finally completed the execution tower and killed some goblin POW to celebrate :D.

Title: **Re: SparkGear IV - A New Hope [OVER]**
Post by: **killaconcarnage** on **October 07, 2009, 02:24:56 am**

can some one pm me when theres a new one

Title: **Re: SparkGear IV - A New Hope [OVER]**
Post by: **ventuz** on **October 07, 2009, 03:14:49 am**

there is ongoing #6, not hard to find, it's usually on first page here.

Title: **SG5 - The Next Generation [Signup full for now]**
Post by: **nahkh** on **August 31, 2009, 05:07:41 am**

Abandon hope all ye who enter here.
There is still time turn back.
Go on. Get going, scram.

.
.
.

I see you didn't take my advice. Fool.
You were warned.
Welcome to SparkGear.

SparkGear is a special kind of succession fortress.
The standard format for a succession game is one game year per turn.
That assures that every player has an equal opportunity to play
and all that emasculated "we are all equal" shit.
This results in these games dragging out for fucking ever,
so I changed the rules a bit to remedy that.
Here we play for twenty-four hours. As much as you want.

Simple enough, yes?

THE RULES

(subject to change at any time)
(I know, I'm That Kind of dictator)

1) On your turn, you are king.
~~If you wanna savescum, do it.~~
If you wanna flood half the fort in magma, fine.
If the previous turn is late or unplayable,
you can revert to an older save. Whatever you like.
1.1) Only savescum if the entire fort is lost.
Ask for general consensus.

2) Turns are changed at 22 GMT.

3) Don't kill our FPS.
That means no massive exploratory mining
(having all that stone around FUCKING HURTS),
punch a hole in the ocean, et cetera.

4) The Fortress lasts for one month.

5) Don't charge the fucking orcs with untrained civilians. IT DOES NOT WORK.
We know. We tried.

6) Keep off-topic chatter off this thread.
It tends to get cluttered enough as it is. Use IRC for that, please.

IS THAT CLEAR LADIES?

Good.
One addendum, not an actual rule:
Please try to write up some coherent story
of what happened during your turn.
Pictures are a plus.
Good video gets you a point.

THE GAME

Spoiler (click to show/hide)
FYI, you just lost it.

We're using the newest Dwarf Fortress test build (40d16) by default.
If for some reason this doesn't work for you, basic 40d is also available.

On top of this we've installed the Dig Deeper 1.3.

Combined, these make the SparkGear Edition DF.

I've prepackaged the game for you (hopefully it works this time).

DF SGE (<http://users.utu.fi/jypval/df/SGE.7z>) (40d16 with DD1.3)

DF SGE lite (<http://users.utu.fi/jypval/df/SGE%20lite.7z>) (40d with DD1.3)

Initial save (<http://users.utu.fi/jypval/df/SparkGear%20initial%20save.7z>)

Now these are packaged in 7z because it's the best. If you have trouble with it, fuck off
(<http://www.7-zip.org/>).

THE SITE

This time around we're playing in a terrifying jungle.

There is a magma pipe, sand, double aquifer, carp, sturgeon and whatnot. No HFS, don't bother looking.

Anything else is anyone's guess.



I've affectionately called the place Phantom Spider Valley,
for reasons that will become clear later.

THE TURN LIST

Day	Player	Events	Score
0	Nahkh	Selected and prepped a site.	Infinite plus one
1	Danarca	Breached the aquifer, expanded the fort	+1
2	vagel7	None, yet	0
3	ArkDelgato	None, yet	0
4	Kurisukun	None, yet	0
5	Demonic Spoon	None, yet	0
6	(name here)	None, yet	0
7	nil	None, yet	0
8	Vieto	None, yet	0
9	Skaltum	None, yet	0
10	Barbarossa the Baba Yaga	None, yet	0
11	Realmfighter	None, yet	0
12	Darkfragrance	None, yet	0
13	DaPatman	None, yet	0
14	Tykk	None, yet	0

More slots will be opened later.

THE PLAYER SCORE TABLE

Unlike previous SGs, this time we'll have an actual player score list. It's just for fun, you can ignore it if it's not your thing.

The basic idea is that every turn you'll be given a final score from -3 to 3 based on your performance. We'll keep this running over several SG's unless it gets old. Maybe I'll give some medals or something to the best players.

(We'll also count partial turns if they last over six hours)

Player	Score	N:o turns
Danarca	+1	1

THE ASSISTANT ADMINISTRATORS

(also known as assmins)

Currently Demonic Spoon and Skaltum will be helping me out with the administration of this trainwreck.

PM me if you want to help.

THE IRC CHANNEL

As a yet another new addition to SG, I'm opening das officielt irc channel. It's in irc.rizon.net, and called #Sparkgear. Come and idle with me.

New to IRC? No problem. Use this (<http://www.rizon.net/chat.php>) service and join #sparkgear.

If you wanna scream your suggestions to the current player in realtime, this is the place.

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **vagel7** on **August 31, 2009, 05:46:50 am**

could i have the second place?

Ti**le: Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **ArkDelgato** on **August 31, 2009, 06:23:19 am**

Good sir, mayeth I bequest the third?

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **kurisukun** on **August 31, 2009, 06:29:54 am**

Forth!!!

That's the best day for me anyway. ^____^

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **nahkh** on **August 31, 2009, 06:30:20 am**

So... None of you want the first turn? Strange.

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **Danarca** on **August 31, 2009, 06:36:15 am**

I may have lost the game, but I'll snatch that #1 >:)
Sign me up :D

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **nahkh** on **August 31, 2009, 06:45:27 am**

Fine, you got it.

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **kurisukun** on **August 31, 2009, 07:06:36 am**

Quote from: nahkh on August 31, 2009, 06:30:20 am
So... None of you want the first turn? Strange.

"So, none of you want to be the one who's name we curse for the rest of the game?"

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **Vieto** on **August 31, 2009, 07:26:15 am**

if #1 is open, I'll take it.

Otherwise, #4.

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **Demonic Spoon** on **August 31, 2009, 07:28:22 am**

Goddamnit nahkh you just have the worst timing don't you? Make a thread while DS isn't at the computer indeed >:(. Give me the first open spot kay?

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **nahkh** on **August 31, 2009, 07:44:05 am**

DS: Heh, just as planned.

Vieto: Both of those are taken. Want the sixth instead?

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **Heron TSG** on **August 31, 2009, 07:47:14 am**

Argh, wanted the first again. I'll take the 10th, please.

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **Vieto** on **August 31, 2009, 07:56:53 am**

6th is good.

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **nahkh** on **August 31, 2009, 08:01:37 am**

Done and done.

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **Vieto** on **August 31, 2009, 08:06:08 am**

wait; I forgot, I'm out of town on the 6th.

Move me to the 8th.

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **nahkh** on **August 31, 2009, 08:27:26 am**

Done.

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **(name here)** on **August 31, 2009, 08:31:34 am**

I'll take the sixth.

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **nahkh** on **August 31, 2009, 08:34:02 am**

Again, done. Also, made a pic.

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **kurisukun** on **August 31, 2009, 09:38:57 am**

Wait a second... Terrifying Jungle?

Aren't jungles Tropical? And doesn't terrifying mean zombies/skeletons?

So we'll have plenty of wood... but... also zombie elephants?

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **nahkh** on **August 31, 2009, 09:47:30 am**

So far I've seen no undead. Just Giant Anacondas, Alligators, Werewolves, phantom spiders, carp and sturgeon.

Downloads are up, the first player can start whenever he feels like. I don't have the time to play that save any further. Also, IRC channel.

In a tattered diary

I just heard. My uncle died in Gearspark. It took a long time for the message to reach. Sparklewheel isn't exactly a hub of civilization. While I didn't really know my uncle personally, I know of his fame. I can already hear my mother telling me that I have to take up the family mantle and achieve something as great, or our family name will be in tatters. But how? I'm just a carpenter. Well, technically, I'm the outpost manager here in this godforsaken swamp. I'll have to think on this.

A later addition

I've decided! I'm going to build this outpost up into a grand fortress! Starting with a new watchtower. I hear the nearby lands are rather dangerous. At least we haven't seen orcs yet.

This place needs a new name... I know!

Sparklewheel!

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **nil** on **August 31, 2009, 11:09:21 am**

can I get the 7th?

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **kurisukun** on **August 31, 2009, 11:44:48 am**

IRC channel?

where?

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **nahkh** on **August 31, 2009, 12:03:03 pm**

...
Read the first post again. It's updated.

nil: sure.

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **Demonic Spoon** on **August 31, 2009, 12:05:25 pm**

~~Yeah, I'm kinda new to this whole IRC thing nahkh, so I have chatzilla or whatever installed right? I open it up right? And then what?~~

Nvm worked it out.

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **Danarca** on **August 31, 2009, 01:11:24 pm**

24th Sandstone 201

I, Danarca Salveyawning the mason, have been given rulership over this outpost.
A messenger from the king came today and gave it to me, seems my father, the dukes personal cook, have persuaded the nobility...
Well, about time someone did something about this mess. We'reliving in Loam right now!
sigh
Damn aquifer...

28th Sandstone 201

We dug further into the mountain today and found a pocket of rhyolite!

7th Timber 201

I've ordered a pillar to be erected at the entrance of the dining room in memory of my great achievements!
Which is to say, the findings of rhyolite, the ordering of some logs, and the personal capture of 4 demon rats who escaped shortly after capture.

13th Granite 202

Today the elves came to trade.
Hopefully the wooden tower outside will dissuade them from ever coming again...
Bastards.

16th Granite 202

An ambush! Skulking vermin!
The 2 farmers lost their lives, we're down to 5 dwarves now..
They took 4 kobolds with them however.
I will be installing traps in the front from now on...
I will also order the fisherdwarf to pick up a mace and learn how to swing it.

20th Granite 202

3 kobold thieves tried to sneak into the fort today.
Nahk caught them on the scene and proceeded to slaughter 2 of them with her axe.

26th Granite 202
The dwarf I assigned to pick up a mace is throwing a tantrum!
...
In his sleep.

8th Slate 202
Hurray!
Migrants have arrived!
About time those louts showed up.

10th Slate 202
What the hell...
On the way to the fort a potash maker got possessed.
Apparently he needs gems and shells.

... Well whoopity dooh, guess what we DONT have in our fortress.
..
Well, to make it easier, what DO we have?

Anyways, we're up to 22 dwarves now!

17th Slate 202
A ranger was eaten by an alligator today.

20th Slate 202
I gave the macedwarf some buddies to train with.

22nd Slate 202
A furnace operator was eaten today aswell.
I may have a quest for those recruits...

23rd Slate 202
A mason was eaten today.
That's it, I'm sending out the.... military?
The alligator have gained the gruesome name of Mistêmâtast, or "Portalbrave".
WELL LETS SEE WHOS BRAVE NOW HUH???

25th Slate 202
A fish cleaner was eaten.

26th Slate 202
THE BATTLE IS JOINED!
The stupid reptile is fleeing from our.... superior military force..

27th Slate 202
Shit, the macedwarf was eaten...
Portalbrave is now known as "Portalbrace the Hollows of Eviscerating"

28th Slate 202
Another recruit was eaten.
I may have to think of another way to do this...

15th Felsite 202
Tragedy...
Nahk drowned today after being scared by a pack of geese.

24th Felsite 202
Remember that potash maker who wanted all our jewelery?
Yeah, he went beserk today.
He charged into the hallways, right into our new recruits (who I hope will take down Portalbrave) who proceeded to beat him down.

12th Hematite 202
A human caravan arrived today!
Will be good to see some new faces, half the ones in here are rotting.

15th Hematite 202
HURRAY!
Portalbrave have been killed by the human caravan guards!
In other news, I've ordered a lot of booze for next year, hopefully that will --
8 orcs.
Fuck.

Well, at least I've been chosen as the expedition leader in these troublesome times.
I'm hoping the caravan guards will help us in the defense of the fort.
Oh...
There's 16 of them now.
May Armok have mercy upon our soul.
Fun™ (<http://mkv25.net/dfma/movie-1642-sparkgearvdefeat>)

Can I take a reclaim party in or do you want someone to start from the initial save?

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **Demonic Spoon** on **August 31, 2009, 01:14:22 pm**

Map of initial area added:

<http://mkv25.net/dfma/map-6863-sparklewheel-sparkgear>

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **nahkh** on **August 31, 2009, 01:15:38 pm**

Savescum, please. No more reclaim madness.
The SGE has autosave and autobackup. Savescum from your most recent save.

Also, USE THE RHYOLINITE FOR MECHANISMS FOR FUCKS SAKE. We'll need the drawbridge.

Also, didn't anyone tell you not to charge the orcs?

Nevermind, adding a new rule.

EDIT:
Also, if the drawbridge does not work, quickly deconstruct the bridge or wall in the doors. Locking them doesn't help against orcs.

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **Demonic Spoon** on **August 31, 2009, 01:17:29 pm**

Hehe, this as good as Barabrossa :P.

P.S. Poeple come join us on IRC, me and nahkh are lonely over there :(

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **Danarca** on **August 31, 2009, 01:18:28 pm**

Right, I'll scum from Spring 202 :)
I'm downloading mIRC right now ;)

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **nahkh** on **August 31, 2009, 01:19:52 pm**

Hey guise, you don't need to download a client if you don't have one. Just use this:
clicky (<http://www.rizon.net/chat.php>) and join #Sparkgear

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **Demonic Spoon** on **August 31, 2009, 02:04:36 pm**

Before you all get too carried away with SG 5 let me steal the limelight for a moment.

Quote from: Demonic Spoon on August 31, 2009, 02:03:05 pm

And I'm done!

Story:

I've had enough of the contant power struggles going on in this fortress, it's time to bring in the final and greatest authority to rule over the fortress. I speak of course of the king. As such I prepared our fortress for his coming (*again*). And finally completed the great Tower in honour of Armok. Truly it seems as if he smiules down upon us.

Save: <http://dffd.wimbli.com/file.php?id=1393>

Map: <http://mkv25.net/dfma/map-6864-sparkgear4>

So yeah, if someone would be so kind as too babysit the fortress until the king arrives? I fear we'll have to wait for the dwarven caravan to arrive and see our new roads before he will come :(. I have prepared some apartments for him and his entourage though I wasn't able to fully furnis them, if the hypothetical babysitter would do that? And I finally completed the execution tower and killed some goblin POW to celebrate :D.

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **ArkDelgato** on **August 31, 2009, 04:36:48 pm**

No one's mentioned that

Quote

Nahk drowned today after being scared by a pack of geese.

is an odd death.

Normal sparkgear deaths are stabstabburnstarve, not "WHOGHAKTLJLTHOSLKTJ WHO LET GEESE NEAR THE WATER"

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **DaPatman** on **August 31, 2009, 05:18:53 pm**

I'm in. I'll take the 13th.

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **skaltum** on **August 31, 2009, 05:28:28 pm**

DS if you think u had bad timing then your nowt compared to me.

it's currently 23:28 GMT and i've just got on a computer :(i'll take the next slot tho

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **Tykk** on **August 31, 2009, 08:37:26 pm**

I'll grab the 14th ^.^

Very nice start to SGV, can't wait =D

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **Realmfighter** on **August 31, 2009, 10:19:35 pm**

i'll take any spot you'll give me. (9th?)

Patman, why do you have the same avatar as me?

Title: **Re: SG5 - The Next Generation [SIGN UP NOW]**
Post by: **darkflagrance** on **August 31, 2009, 11:21:31 pm**

I'll sign up for any time you can give me.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nahkh** on **September 01, 2009, 12:45:48 am**

Done and done, realmfighter you have the 11th.
Also, Nahkh didn't die, that was savescummed out of existence.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Danarca** on **September 01, 2009, 01:06:24 am**

Just an update for those who weren't on IRC last night, we're through the aquifer, are 41 strong and have survived our first orc siege.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 01, 2009, 07:27:54 am**

What?! I knew sleeping was a mistake :P

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **ajar** on **September 01, 2009, 08:30:42 am**

Quote from: Danarca
20th Granite 202
3 kobold thieves tried to sneak into the fort today.
Nahk caught them on the scene and proceeded to slaughter 2 of them with her axe.

The dwarf version of Nahk Heh

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **skaltum** on **September 01, 2009, 08:31:47 am**

Quote from: Danarca on September 01, 2009, 01:06:24 am
Just an update for those who weren't on IRC last night, we're through the aquifer, are 41 strong and have survived our first orc siege.

awesome :)

also i cant get on the IRC :'(

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 01, 2009, 08:38:50 am**

Have you received my pm?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **skaltum** on **September 01, 2009, 08:39:44 am**

yeah..... and it dunt work. ah well forums ftw i suppose :-\

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 01, 2009, 08:46:11 am**

What exactly do you mean it doesn't work, do you get a error message or something?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **skaltum** on **September 01, 2009, 08:50:34 am**

it says do you want to stop running the script? a script on this page is causing internet explorer to run slowly. continuing may make your computer unresponsive. continue running script?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Blast** on **September 01, 2009, 08:59:45 am**

The awnser: Dont use Internet Explorer. Try Firefox or Google Chrome

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nahkh** on **September 01, 2009, 09:30:26 am**

Skaltum: You can just download an irc client, like mIRC, HydraIRC or Irssi for example. They aren't that hard to use.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Danarca** on **September 01, 2009, 10:23:32 am**

I don't got the energy to write logs for it all, so instead I'll post this picture.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Danarca** on **September 01, 2009, 12:42:40 pm**

As an apology for not writing a log, I've uploaded the map to DFMA prematurely.
http://mkv25.net/dfma/map-6868-sparklewheel-sparkgear
I will still post the final map in 2 hours.
EDIT:
Finished map
http://mkv25.net/dfma/map-6870-sparklewheel-sparkgear
Working on getting it uploaded, having some internet-related issues..

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nahkh** on **September 01, 2009, 04:17:59 pm**

Danarca's save can be found here (http://danield.wi9.ots.dk/SparkleWheels.zip).

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **eerr** on **September 01, 2009, 09:06:00 pm**

dammit, how can you have 14 people already?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 01, 2009, 10:13:59 pm**

we're popular.

Also, what *IS* IRC?

EDIT: Danarca seems to be attempting a thunder-steal with HIS giant empty-space to be. (I see them staircases!)

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Vieto** on **September 01, 2009, 10:16:13 pm**

Quote from: Barbarossa the Seal God on September 01, 2009, 10:13:59 pm

we're popular.

Also, what *IS* IRC?

IRC is essentially a chatroom.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **kurisukun** on **September 01, 2009, 11:00:19 pm**

Quote from: Barbarossa the Seal God on September 01, 2009, 10:13:59 pm

we're popular.

Also, what *IS* IRC?

EDIT: Danarca seems to be attempting a thunder-steal with HIS giant empty-space to be. (I see them staircases!)

Internet Relay Chat.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Danarca** on **September 01, 2009, 11:59:41 pm**

Quote from: Barbarossa the Seal God on September 01, 2009, 10:13:59 pm

we're popular.

Also, what *IS* IRC?

EDIT: Danarca seems to be attempting a thunder-steal with HIS giant empty-space to be. (I see them staircases!)

I was attempting to create a complex for the doom lever, instead I had to put it in the middle of a crowded space >:)
Hopefully someone will finish it...

...

... Yeah right...

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 02, 2009, 12:02:33 am**

Don't you mean doo lever? ;)

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nahkh** on **September 02, 2009, 02:05:34 am**

Is vagel7 already playing? If so, please announce it.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Danarca** on **September 02, 2009, 03:24:21 am**

Quote from: Demonic Spoon on September 02, 2009, 12:02:33 am

Don't you mean doo lever? ;)

Yes of course, sorry, the Lever of Doo.

Also, <http://news.bbc.co.uk/2/hi/technology/8232971.stm> , it appears Gmail was indeed knocked out yesterday, for those on IRC :s

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **vagel7** on **September 02, 2009, 07:27:47 am**

just got home from school,will start playing now.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Danarca** on **September 02, 2009, 07:41:13 am**

And i need a score :D unless you count in the first try >.<

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **vagel7** on **September 02, 2009, 10:03:16 am**

do we have any pickaxes?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Danarca** on **September 02, 2009, 12:51:08 pm**

Yes, two?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **vagel7** on **September 02, 2009, 02:10:28 pm**

ok,i didnt have time to do much cause of a party,just upped the military and coffin and crafts production.

Also i designed an area digged on the first floor,its where the kennels will go.I will write the diary thingy here tomorrow

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Danarca** on **September 02, 2009, 02:21:24 pm**

One for DFMA? :(

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nahkh** on **September 02, 2009, 03:44:00 pm**

On the scoring system:
I'm only keeping track of achievements and screwups. One achievement gets you one point, several gets two points and something completely fucking epic gets three. Likewise, one screwup gets you minus one, several gets two etc.
Doing several achievements with one major screwup gets you +1 (= +2 -1).

Danarca: Your score is now 1, for breaching the aquifer.
vagel7: Your round sounds like a 0 to me, no major achievements or screwups. I'll review the map once it's up to confirm.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **ArkDelgato** on **September 02, 2009, 03:45:49 pm**

How much longer do I have?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **DaPatman** on **September 02, 2009, 03:52:31 pm**

Quote from: realmfighter on August 31, 2009, 10:19:35 pm

Patman, why do you have the same avatar as me?

I use this avvy everywhere I go online that allows you to use an animated GIF as an avvy.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nahkh** on **September 02, 2009, 04:06:01 pm**

Ark: Your turn just started, so full 24 hours. If that's what you meant.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Realmfighter** on **September 02, 2009, 04:08:22 pm**

Quote from: DaPatman on September 02, 2009, 03:52:31 pm

Quote from: realmfighter on August 31, 2009, 10:19:35 pm

Patman, why do you have the same avatar as me?

I use this avvy everywhere I go online that allows you to use an animated GIF as an avvy.

...

Damnit! i need to find a new avi now.



or



Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 02, 2009, 09:08:33 pm**

seconds one for sure.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Vieto** on **September 02, 2009, 09:21:30 pm**

Quote from: Barbarossa the Seal God on September 02, 2009, 09:08:33 pm

seconds one for sure.

Except the Spartan version.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **darkflagrance** on **September 02, 2009, 11:40:32 pm**

Or you could just live with the fact that you will share an avatar with somebody no matter with one you pick.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Realmfighter** on **September 02, 2009, 11:50:13 pm**

Quote from: darkflagrance on September 02, 2009, 11:40:32 pm

Or you could just live with the fact that you will share an avatar with somebody no matter with one you pick.

At least it won't be with someone on THIS forum.

and thats all that matters

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nahkh** on **September 03, 2009, 01:21:49 am**

This is the kinda stuff that should not be on this thread. Read the rules, people.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **ajar** on **September 03, 2009, 04:52:32 am**

nahkh, would an artificial cavern, or an obsidian mountain, created into the valley be worth +3, the honey of sparkgear? How about a dam? Would it be a major screw up if it freezes the fps too much? -1? But the obsidian mountain is too epic, because magma doesn't automatically form walls.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **kurisukun** on **September 03, 2009, 09:02:21 am**

Where are all of you? The IRC channel is dead. *tear*

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 03, 2009, 12:28:36 pm**

Firefox is acting up D:

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Danarca** on **September 03, 2009, 03:22:51 pm**

Awwwh God someone post a DFMA update!!!
I want to see the fort :(

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **ArkDelgato** on **September 03, 2009, 03:26:11 pm**

I'LL DO IT WHEN I'M DONE STOP PRESSURING ME

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **ArkDelgato** on **September 03, 2009, 03:55:17 pm**

OKAY. WHO MADE THE HUGE STAIRS THING.
YOU LAGGED THE GAME TO 15 FPS (now up to thirty without a siege and with open doors, but still) WITHOUT EVEN GETTING NOBLES.
SERIOUSLY. REMEMBER THE STONE RULE FROM OLD GAMES?

(I recommend) -1

Do carp grab dwarves or do dwarves grab carp?
Could I sneak past carp by pulling out the dwarves eyes?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **kurisukun** on **September 03, 2009, 04:00:39 pm**

Quote from: ArkDelgato on September 03, 2009, 03:55:17 pm

Do carp grab dwarves or do dwarves grab carp?
Could I sneak past carp by pulling out the dwarves eyes?

probably not.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **ArkDelgato** on **September 03, 2009, 04:32:10 pm**

I removed eyes from dwarfs *ANNNND* Carp.

Smooth sailing ahead.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Realmfighter** on **September 03, 2009, 04:32:32 pm**

Quote from: kurisukun on September 03, 2009, 04:00:39 pm

Quote from: ArkDelqato on September 03, 2009, 03:55:17 pm

Do carp grab dwarves or do dwarves grab carp?
Could I sneak past carp by pulling out the dwarves eyes?

probably not.

but you are obliged to try

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Danarca** on **September 03, 2009, 04:51:14 pm**

It's past 22GMT :o
DFMaaaaaaaaa

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **ArkDelgato** on **September 03, 2009, 05:37:27 pm**

Wait what.

If my turn is up and kuri needs it now then skip me.
All I managed to do was get booze up and running today.

What a day for Fking ants to swarm into the house >:(

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nahkh** on **September 03, 2009, 06:06:00 pm**

Dang, I'll have to review the FPS situation once I get home.

I'm currently imposing a ban on mining.
DO NOT DIG until we have less than five hundred stone. Build up some atom smashers and start clearing the stone.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **ArkDelgato** on **September 03, 2009, 06:11:04 pm**

A tower is fine too?

And could you PM Kuri to see when he wants the save? (I.E., will he want it tonight, or do timezones make it night and I can have it for some needed hours)

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **kurisukun** on **September 03, 2009, 06:35:29 pm**

Quote from: ArkDelgato on September 03, 2009, 06:11:04 pm

A tower is fine too?

And could you PM Kuri to see when he wants the save? (I.E., will he want it tonight, or do timezones make it night and I can have it for some needed hours)

I'll take it whenever. Hop on the IRC channel if you want a quicker method of communication.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **ArkDelgato** on **September 03, 2009, 07:17:12 pm**

Spoiler: Storytime! (click to show/hide)

Annual fort-report, by Galstaff PuzzlingChannels.

By the nine asses of Armok, this fort has a most serious problem.

ALCOHOL. WHY IS THERE NO ALCOHOL.
I swear, I can't even remember the last time I felt the sweet embrace of my beloved ale.
I feel *SOBER* now, and the effects are hitting me something fierce. The dwarven women are looking taller and less hairy, and my job of smoothing walls has become an effort in futility. I needs my ale. And Fast.

I see out problem! 4 planters to one brewer.
That's one heck of a bad ratio.

I ordered I bar to be cut out of the walls adjacent to the rooms.
Dammit, when a Dwarf is thirsty, he shouldn't have to go out of earshot of his house~!

What a predicament.
No wood for barrels.
No wood for forges.
No magma for forges.
No booze for us?

Ah, some Idiort put FOOD into BARRELS.
And It is all Plump Helmets.
You can call it a cake, but all it is is a mushroom cap.
sigh

Ach, here the booze be brewin'

Soon the fort will be wrapped in the sta- WHY THE HELL ARE YOU MOVING OUR ONE BARREL INTO A STOCKPILE.

DON'T STOW THE DIMPLE CUPS IN THAT BARREL.
WE HAVE ENOUGH OF THOSE

Now who the hell designated a stupid-large amount of stairs be made.
THERE IS SO MUCH STONE THAT TIME IS SLOWING.
WHOEVER DID THAT DESERVES A SLAP.

The only answer is to make a FUCKING TOWER.

Thob the wrestler gets the first sip of delicious wine. Lucky bastard.

Solon the guard shot out offspring while fighting her mates.
Musta been quite a hard punch.

SIEGE LEFT; SIEGE-TOWER TIME.

Aw shit, the insane metalsmith fell in our water supply.
How'm I going to explain that to the kids
HOW DO I FISH THIS GUY OUT DAMMIT!

Why the hell are geese hostile.
THESE GEESE ARE COOKED HURR. (By that I mean 30 champions down the throat.

Child went fey. HERE COMES A FANCY LEATHER EARRING

Collecting wood for the future shortages. Aye, tis a hard life.
Nevermind the geese, that one was just pissy.
All the army did was vomit and shoot the breeze.
Truly respectable men.

A child is holding a party in the diner.
Anyone who goes gets punched.

Cog the guard had a child!
By co-relation, guards must spend lots of time in the sack.
Two months->two births!

Some migrants have arrived!

They will be used as fodder for making my tower.
Towermen are referred to as towersmiths, however little smithing their lives may handle.

There is this thing hanging on the cliff of the mountain.
I shall call it the skyway.

Currently the towersmiths are finishing the sky-way.
HOORAH FOR THE SKYWAY!

Two more babies were born to some champions this time.

That child I mentioned who went fey?
Forgot, and he's crazy.

Whoops.

A goose tried to scare one of the towersmiths.
SO HE BROKE IT'S ANKLE.

Supercrazyknockoutsmoke banged up a miner pretty bad, but not to fear, Nahkh just banned mining.
Huzzah?

Hit fall.
Orcs might come a knocking, so tower-prep area is being fortified.

Tried to trade, but the prissy dwarf who ran the operation didn't like the Idea of being bargained with.

Argh, I broke my face on a tree.
I give reign of this fortress over to the next bidder.

LE MAP http://mkv25.net/dfma/addpointofinterest.php?view_mapid=6883
LE SAVE <http://dffd.wimbli.com/file.php?id=1401>

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **kurisukun** on **September 03, 2009, 08:12:42 pm**

Random info: (in story post tomorrow whence I'm done with this thing)

- 2 miners
- 1 engraver
- 3 masons
- 1 weaponsmith
- 1 gemcutter
- 1 woodcrafter
- 1 stonecrafter
- 1 bonecarver
- 1 weaver
- 1 clothier
- 1 mechanic
- 1 cook
- 3 Planters
- 2 Brewer
- 1 Siege Engineer
- 1 Wood Cutter/Clerk
- 5 Lazy Good For nothings
- 17 Champions
- 6 Guards
- 2 Elite Wrestlers
- 9 Children
- 5 Babies

not many plants, not much drink.

Time to get busy.

erhm... or not. We just lost a weaver and a lazy bugger and a child.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **ArkDelgato** on **September 03, 2009, 09:11:02 pm**

Hey! Some of those good-for-nothings are towersmiths.
Which is like a mason, but only for making my tower.

*Remember to set the mason shops for only skilled people.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nahkh** on **September 04, 2009, 02:14:17 am**

I should specify: No more mining in stone. If you need one or two squares dug out, who cares. Just don't designate any new areas to be built (and interrupt the currently assigned hueg areas)

What's the FPS?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **kurisukun** on **September 04, 2009, 09:08:35 am**

Quote from: [nahkh on September 04, 2009, 02:14:17 am](#)

I should specify: No more mining in stone. If you need one or two squares dug out, who cares. Just don't designate any new areas to be built (and interrupt the currently assigned hueg areas)

What's the FPS?

80 for me. Unless I send someone into the huge area.

The instant I designated that area to be dug (I'm gonna finish it, then collapse it to get rid of the stone) and units enter that area, it

drops to about 40.

things are going well. Minimal deaths. Have too much hauling to do and not nearly enough dwarves. Can't make any kind of meaningful contribution when everyone's carryin' stuff all over the place. (That's partially my fault, we where out of food so I bought 300 plants from the elves)

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **kurisukun** on **September 04, 2009, 11:02:11 am**

So I had a defense mechanism which would use water to flood/drown our opponents without too badly killing our FPS. And it'd drain into an aquifer, so no worries about flooding the fortress.

So I laid the groundwork for said defense. Had all the digging designation figured out.

But then they had to cancel. Where soft sand had been expected, Warm Obsidian had been found.

Curses!! I shouted out! All my hard laid planes wasted! How am I to do anything with this magma in the way of my flooding mechanisms.....

Magma? Flooding mechanisms.....

heh..

Hehehe...

HAHAHA...

BUAHAAHAHAHAHA!!!!

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **(name here)** on **September 04, 2009, 11:56:56 am**

Did the irc channel get changed while i wasn't looking? No one has been in it for two days now.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **kurisukun** on **September 04, 2009, 11:58:38 am**

Quote from: (name here) on September 04, 2009, 11:56:56 am
Did the irc channel get changed while i wasn't looking? No one has been in it for two days now.

I'm in there right now (albeit idling)

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Realmfighter** on **September 04, 2009, 02:41:01 pm**

ok, since kurisukan's not going get to it, it falls to you demonic spoon to finish the tack

Spoiler (click to show/hide)
[14:10] <Realmfighter> kurisu, this is wht you must do
[14:10] <Realmfighter> capture lots of crp
[14:11] <Realmfighter> creat a river level revivor (huge)
[14:11] <Realmfighter> dam the river
[14:11] <Realmfighter> creat ramps on opposite ends of the river bed
[14:11] <Realmfighter> wall off all other entrances
[14:12] <Realmfighter> creat onother damn were the river comes form, dismantle the old one
[14:12] <Realmfighter> (this one is a brige or floodgates)
[14:12] <Realmfighter> fill resivior with carpo
[14:12] <Realmfighter> PULL THE LEVER!
[14:12] <Realmfighter> profity
[14:13] <kurisukun> I have a much easier idea.. How about I just damn the river, ramp down into the middle, build it full of cages which will have my carp in them, un-damn the river, and then pull the lever to unleash them in the now only place to cross the river?
[14:14] <kurisukun> (Alternatively, put several 1 tile wide drawbridges right there, making it the only crosing place. And then designating a meeting area under it, so that's where the carp hang out.
[14:14] <kurisukun> the questio nis... can I accomplish this in 3 hours?
[14:16] <kurisukun> hehehe... I ignored a demend, and my mechanics where the ones set up to be punished. Sadly, they all died
[14:16] <Realmfighter> in my idea you pull the lever when the orcs are half way through the river bed
[14:16] <kurisukun> Ah

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **ajar** on **September 04, 2009, 02:43:40 pm**

Quote from: kurisukun on September 04, 2009, 11:02:11 am
So I had a defense mechanism which would use water to flood/drown our opponents without too badly killing our FPS. And it'd drain into an aquifer, so no worries about flooding the fortress.

So I laid the groundwork for said defense. Had all the digging designation figured out.

But then they had to cancel. Where soft sand had been expected, Warm Obsidian had been found.

Curses!! I shouted out! All my hard laid planes wasted! How am I to do anything with this magma in the way of my flooding mechanisms.....

Magma? Flooding mechanisms.....

heh..

Hehehe...

HAHAHA...

BUAHAAHAHAHAHA!!!!

NOW THAT SAY IS THE SPIRIT!

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **(name here)** on **September 04, 2009, 03:08:48 pm**

Quote from: kurisukun on September 04, 2009, 11:58:38 am
Quote from: (name here) on September 04, 2009, 11:56:56 am

Did the irc channel get changed while i wasn't looking? No one has been in it for two days now.

I'm in there right now (albeit idling)

I don't see you in there.

Title: **Re: SG5 - The Next Generation [Signup full for now]**

Post by: **nahkh** on **September 04, 2009, 03:09:49 pm**

Check that you've spelled the name of the channel correctly.

Title: **Re: SG5 - The Next Generation [Signup full for now]**

Post by: **kurisukun** on **September 04, 2009, 03:15:37 pm**

Quote from: nahkh on September 04, 2009, 03:09:49 pm

Check that you've spelled the name of the channel correctly.

Or that you're even on the right server. Tell us your nick so we can track you down.

Title: **Re: SG5 - The Next Generation [Signup full for now]**

Post by: **kurisukun** on **September 04, 2009, 04:54:19 pm**

aaaaand we're done. Here's the link to the Save. links to the map, and a summary, will be forthcoming just as soon as I figure out how to do the map/POI thing.

<http://dffd.wimbli.com/file.php?id=1403>

Edit:

MAP!!! <http://mkv25.net/dfma/map-6893-sparklewheel-sparkgear>

Title: **Re: SG5 - The Next Generation [Signup full for now]**

Post by: **darkflagrance** on **September 04, 2009, 08:02:47 pm**

How's our military on taking out orcs?

Title: **Re: SG5 - The Next Generation [Signup full for now]**

Post by: **kurisukun** on **September 04, 2009, 08:04:42 pm**

Here's The Write-up of what happened on my turn. (military? Orcs? PSH!!! I used the military for taking out goblins and wildlife. I didn't DARE charge the orcs. Not without armor)

Part 1: Nahkh
[Spoiler](#) (click to show/hide)

"What.... is this?" Asked the middle-aged dwarf as he walked towards the hole in the ground soon to be called home. He tilted his head at it, frowning and pondering. He'd seen it for the past few miles as they made their way here, And he had been impressed. But something about it had been off, and he finally knew what as he stepped up closer to it.

"Ah, that's our tower Sir." Came the young mechanics reply. The middle-aged dwarf had forgotten the Mechanics name. He'd probably just call him Urist. Half the dwarves around here where called that anyway. It'd be fine.

"Yes... I know. What I meant was.... Why is it made out of Beds?" The middle aged dwarf clairified.

"BEDS!? Is that all you think of when you see a log of wood! What kind of Simpleton Dwarves do I have to deal with around here!?" Came word from behind the new dwarf.

"I'll have you know that I'm the new overseer of this outpost." Came the reply, turning to meet whomever this crazy looking dwarf was. He was covered in vomit... in fact, still vomitting. He was also a tad muddy in spots.

The dwarf ignored the Overseer's reply. "It's called Wood! I know you think it's only good for beds and windmills, but I am smarter than that! I always knew that it could be turned into buildings. And look!!! what a magnificent Structure! You! There! Put that bit over on that si....." He wandered off.

"Who was that?" Asked the Overseer of the Mechanic. "Oh, that's just our Architect, Nahkh!"

"..." Silence. "Nahkh? He's... he's a Nahkh!? JEESUS!!!" The overseer looked about, suddenly terrified. "Grab those mechanisms over there boy!! Slap some on those matchsticks supporting that thing, and lets go find a lever. QUICK!"

"I don't understand. Wh"

"Haven't you heard of Nahkh!? Do you KNOW what happens to a fortress with a Nahkh? It's doom! With that thing broadcasting that he's here, who KNOWS what will show up!!!"

"well there have been more orcs around than usual lately.. but Nahkh says..."

"FORGET Nahkh!! I'm the overseer!!! Now MOVE!"

The Mechanic moved. The Middle aged dwarf sighed.

"We're doomed..."

Part 2: Orcs.
[Spoiler](#) (click to show/hide)

"Sir Overseer!!! ORCS!!!!" Came the cry from the mechanic as they topped the horizon. I groaned. I had just arrived here not the day before, and just gotten settled in. Things where not looking good.

For one, food production was a mess. We barely had enough booze supplies, and plants where scarce as well, despite having more farm plots than I've seen in a fortress in years. On top of that, our production and stockpile areas where nowhere near one another, our trade depot was on the other side of the fortress, and We had a giant room that consisted of NOTHING but staircases. I watched a dwarf spend a whole day trying to step through the thing. It felt like time itself slowed. On top of that, our entrance wasn't defended at all, save for 3 cage traps put out about 10 yards from our entrance. I was surprised we'd caught as many animals as we had. I wasn't so surprised that we didn't have anywhere to store them, or anything to do with them. We didn't have enough beds, everyone was running around

making blocks and building the tower instead of doing real work, someone had told the masons to make as many coffins as they possibly could, and to top it all off, there was that Giant tombstone of a Tower sitting out in front of our fortress. I'd gotten it wired for demolition, but couldn't convince Nahkh to let the other dwarves off the thing long enough to pull the button. I wasn't about to let that thing kill more people than it already would.

I stood by the entrance and shouted out above me. "EVERYBODY!!! INSIDE!!! NOW!!!! THE ORCS ARE COMING!!" Dutifully, they all quit what they where doing, ran down the stairs, and took off away from the door as fast as possible. It took the Orcs showing up, their fearful faces painted, screaming as they smelled fresh pray, to get the workers, and Nahkh, back inside. I pulled the drawbridge shut personally as I watched them jump and cahoot, just out of reach from their pray. They pointed at the tower.

Nahkh beemed "Even Orcs can appreciate my work."

I glanced at him, and smiled. "Since you've stopped directing work for the moment, why don't you head downstairs and sleep a little. It'll make you feel better. I'll wake you up when the orcs leave. Promise."

He smiled "Why thankyou overseer! I shall do that!" And he wandered off to the depths. I took aside one of our guards "Follow him and make sure he doesn't come back up here will you? thanks." As they both stepped off into the darkest depths of the fortress, unable to see the sky, or any constructions that rivled it, I eyed the orcs as they sat under the tower.

"If he finds out... We're all deaddwarves..." I mumbled as I pulled the lever.

Part 3: Geese
[Spoiler](#) (click to show/hide)

"Where's Nahkh?" I asked.

"He's downstairs in his room, working on the plans for the new entrance you asked for. He said he had a really grand idea about an aquifer and a"

"yes yes... that's nice. So long as he stays down there and away from the fortre... where's The other guy?"

"Other guy?" asked the Dwarf? He was decked out in blue, as per the usual of the Craftdwarves around here. But he held a nametag sticking to him, carefully carved out of wood. It read "Brewer" I'd made them start wearing tags relating to what job they where actively pursuing. It made my life easier.

"The mechanic.... Urist something or other?"

"We don't have any mechanics Named Urist. Did you me"

"Yea, him. Where is he?"

"I believe he's out retrieving the items off of the orc corpses you cru"

"OVERSSER! OVERSEER! COME QUICK!! It's Horrible!!!" Another dwarf came running up. This one wore the teal of a peasant. I'd have to find a job for him sooner or later, before the tax Collector Showed up.

"Oh what now!?" I asked angrily. "Geese sir!! They're attacking!!!"

"geese!?"

Indeed, it seemed geese had spooked most of the dwarves outside working on the recovery of the orc gear for trade. I sat there watching geese and dwarves run around in combined terror. Then I noticed something that made me want to cry. Urist... or whatever his name was.... Saw a goose and turned, screaming in terror. He than ran 10 feet, striaght into the mouth of a Giant Anaconda!!! I was shocked. So was the Anaconda as it took his life. A Second dwarf, our Weaver, let out a shriek. "IT'S A GOOSE!!!" He shouted, apparently to the Anaconda, before also leaping into his mouth. He was subsequently struck down.

I immediately mobilized our Military.

Hopefully they would know better than to be afraid of geese. I looked up at the now unmolested sky. I was apparently too late. They where all cracking. This was going to be a tough job.

Part 3.5 : Carp
[Spoiler](#) (click to show/hide)

At this point our squad leader and legendary wreslter slaughtered about 10 geese, 5 peasents, before leaping into the river to slay another 3-5 large fish. His last kill came as he was missing a leg, had red wounds on his other 4 limbs, his upper body, and his head. His neck was yellow, as where most of his internal organs. His cause of death? He Drowned. This was the only Carp related Dwarf Death. "Chase opponent" and "harrasses dangerous wildlife" Do not mix when dealing with large fish.

Part 4: Magma!?
[Spoiler](#) (click to show/hide)

"I've found warm stone Overseer! I ceased digging immediately and came to inform you!" Came the miners report. I looked at him curiously. "I.... Congratulations? I'm curious, we have over 7000 rocks lying around in this fortress, as a matter of fact, I saw 4 of them sitting on your bed this morning. Why where you digging, again?"

"Nahkh's orders sir! You signed off on them too. The Trade Tunnel And It's Applications As A Shower Curtain project?"

"OH!" Indeed... I had signed such orders. It did not matter what he created. I must keep him underground.

Nahkh's where famous for their insanity. I did not know what would happen, but I did not want it aimed at me. After having meeting with the dwarf a few times, and listening to his plans, seeing his designs, I knew that if he turned that cunning ingenuity towards my demise, it mattered not where I ran, what I did, my death would come. I had probably saved the fortress by removing that... thing... whatever it was, or would have become. A roost for Zombie Carp, mayhap. Zombie orcs, maybe. Dragons, who knows. But still, something told me he would not see it this way.

"well dig on, get the thing excavated" I said.

"Erhm... sir... The warm stone sugges"

"MAGMA!!!" Came a most unwelcome voice from the doorway, as Nahkh rushed into my office. "We've found it! I knew it was here somewhere!! Of course, it's in the way of my power plant for the Shower Curtain, but no matter, I'm sure we can fill it with magma instead of water an."

"Wait wait wait, Fill WHAT with magma?"

"why.. the fortress of course!"

"No."

"but"

"NO!! I'm not having you flood the fortress with magma! It's too dangerous!!!"

"Dangerous!? HAH! You, good sir, are no architect! I could design something easy! Something Spectacular! Somethin"

"I think..." came a timid voice from the hallway. It was another peasant. He walked over to Nahkh. "I think what he meant was it'd be too easy. I mean, the pipe is right there, it's almost no challenge. Getting water out from a magma pipe, however, and using that...That will TRUELY showcase your talents as an architect, will it not?"

"Yes... Ooooh.... I'd have to... And then I'd..." Nahkh wandered off. I motioned for the Miner to follow him, and to execute whatever non-magma plans he came up with. The peasant turned to follow, but I put my hand on his shoulder. "How'd you like a career?"

"Oh.. I have one! I haul rocks underneath a drawbridge! and then I pull the lever, and they go crunch! Except... we ran out of rocks where we where. Now we have to carry them from very far away. It's not as much fun."

I grinned. "Well.. it takes a skilled mechanic to construct one of those collapsing bridges. I'll tell you what, why don't you give it a shot? From this day on you're a mechanic Urist!"
"erhm... my name isn't Uri"

"Off you go lad! Make some mechanisms while you're at it."

Part 5: Applied Physics
[Spoiler](#) (click to show/hide)

"I said it's finished! I've run tests and everything! Now, We must return to work on the tower!" Nahkh was being pushy, and I wasn't sure if I could keep him back from going outside.

"I'm telling you Nahkh, you can"" "ORCS!!!"

"You can't, there are orcs outside" I said in a rush, deflating in relief. Problem solved.

"Orcs Shmorks. I'll show you how to deal with those!! He stepped over and pulled a Lever. I blinked, and turned to The newly appointed mechanic next to me.

"You set that up right? What does it go to?"

He turned and pointed to the large floodgates that where opening up into the ceilng. "It's the floodgates that work access to the outisde. It keeps the orcs frmo getting in here from the trade tu"

I ducked as an arrow came flying through the gap into the Mechanics open mouth. I turned to scream at Nahkh to close the door, but he already had, the floodgates closing before the bow-orc could fire another shot. Giddy, he stepped over and pulled another lever.

"Gooooooooodbye orcs!!!" He bellowed.

"GRAH!" The orc bellowed. This X Rock had dropped into his path, seperating him from his pray. No matter, he could go back the other way. He pointed and bellowed, and his squad set off down the ramp, and then up 2 others. They where almost to the 3rd ramp and daylight when they noticed their feet where wet. Odd, to have water here, they hadn't noticed it on their way in. And what was that rumbling noise...

Suddenly, they where faced with water. they looked around, unsure what to do. It got higher, to their ankles, their waste, before they realized what was happening, they turned, and ran down the ramp to safty before the area they where in became unbreathable. But the same thing happened again. One or two orcs who had not made it down the ramp floated there in waste deep water on the edge of the ramps leading down. They where fine. The other orcs continued to fall back, before climbing back up the ramps on the other side. The water below filled up... and then stopped. The orcs sighed. Thank goodness for air-pressure.

The other orcs grinned at one another, before noticing that the water was rising again. They where the first to die from drowning.

The orc leader scratched his head, trying to puzzle at a solution, staring at the pool of water at his feet. Suiddenly, just as quickly as it'd started, Water began rising up underneath them. He snarled a warning, and ran. And ran, till they arrived at the doors. They clawed at them, they howled at them. They scratched at them. But the water came.

I sat there, staring at the floodgates. All I could hear was squealing, the terrified shrieks of orcs just on the other side. I'd never heard anything like it.

And eventually... I heard it no longer. The only noise being the sound of the plumbing taking effect, draining the next room of water. The floodgates opened to reveal the waterlogged corpses of more orcs than I could count. I turned to Nahkh, who was admiring his handywork.

"Is there some way to make it... deadlier? So we don't hear the screaming? That was...."

"wonderful wasn't it!? The screaming's the best part! What would we possibly want to add!?"

"I don't know, spikes!! Clubs!!! AXES!!! MAGMA!! I dont' care! Capture Attack Fish or something like that! Just... make the screaming stop!!!"

"Capture... fish?" Came Nahkh's response? His eyes adopted a misty look, as he turned and rushed off to his desk to begin penning whatever design he'd come up with.

I sighed, I'd avoided 2 problems, the orcs, and the tower. Now if only I could get that shrieking out of my mind...

Part 6: The Tower
[Spoiler](#) (click to show/hide)

I sighed as I sat at my desk. It'd been a long haul.

2 migrants had arrived... not at the same time.. one after the other. It appears that each autumn the orcs came before the caravan, thus preventing the Mountain homes from knowing if we're even alive, much less whether or not to send the unwanted's this direction. One of them was a dungeon master though, who proved invaluble in training our animals. We lost several dwarves to goblin ambushes, and a few went insane after claiming a workshop for a few months. Mostly children. I've kept a close eye on booze production to see if Nahkh has been slipping some drugs into the booze supply, but have seen nothing. So it must have just been his influence alone that warps reality so. A shame, I could have used more hands. The fortress is littered with debris everywhere, and without more dwarfpower, it will never get cleared. We sucessfully destoryed the room full of stairs, although it has left us with a large open space of naught but stone which we haven't the faintest clue what to do with. Also, a strange physics anomoly, 5 downward ramps, without upward ramps, simply floating in mid air. I thought it best not to ask. I would like to develop our cloth or metalmaking industries, but I lack the dwarfpower for

one, and would have to embark upon a large mining mission for the other. And I cannot in good mind suggest we partake in mining out more rock.

I shook my head as I stepped into the small wet room. Those problems would have to wait till later, I was here to see Nahkh's latest crazy feat. Some kind of room which would capture the fish outside, allowing our Dungeon master to tame them and turn them against the orcs. I approved of the idea, but didn't see how it would work. Leave it to a madman.

"Nahkh does good work" Urist II said. At least I called him Urist II. After our last misshap leaveing us with no skilled mechanics, I had to take 2 other dwarves and assign them to the task. One was currently in bed, after suffering a nasty wound to the leg at the hands of a goblin ambush. I made a mental note to myself never to wear red. It seemed to invite more trouble than it was worth.

"I agree. Good Work Nahk...." I turned.

"Where's Nahkh?"

"WHEERE, IS, MY, FUCKING, TOWER!!?"

Afterword:
Spoiler (click to show/hide)
I took the trade tunnel. The old entrance, despite being less secure, has always been preffered by dwarves because it's faster. I ran. I ran as fast as I could. I never looked back. I will never look back. I dare not return to the mountain home either. For there, he might find me one day. No.

I threw my clothes off as I ran. I had to run, far away from Nahkh and the madness he could cause. I'd only stayed there a litle, and I'd seen more than enough of my share of maddness. I made sure to say a few magic words. It would sound incoherent to most people, but I knew it was an incantation to make me run faster. Maybe I could go stay with the Humans. Would the people of this fortress think to look for me there? I hope not. Of course, who knew. They where mad. They might even go and check with the elves! I thanked Amork for the spell that would see me safely away from this place. I'd learned it from one of the Plump helmets back in the fortress. Who would have guessed they could talk?

Overseer Kurisu- The last Sane Dwarf of SparkGear

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **ArkDelgato** on **September 04, 2009, 09:08:32 pm**

Ha ha!
My seige garden was placed favorably I assume :D

And of course, a Giant Anaconda might be scary...
But geese can stare you right in the soul.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 05, 2009, 12:13:28 am**

I'll try playing a bit, though I'm not feeling very well.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nahkh** on **September 05, 2009, 04:22:08 pm**

Mining allowed again, but dispose of the stone as you dig, please.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 05, 2009, 04:29:25 pm**

I've taken care of a great deal of the stone, also may post story tommorow, will appreciate if someone upload map.

Save: <http://dffd.wimbli.com/file.php?id=1404>

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **(name here)** on **September 05, 2009, 03:55:29 pm**

Got the save, FPS is rather low here, can't tell why.

Currently I'm attempting to design the fort so as to have sections be sealed off from each other, at least for a while.

EDIT: I blame the magma pipe

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **(name here)** on **September 05, 2009, 05:39:18 pm**

Happenings to date:

I made an effort to arrange the fort for easy lockdowns, but other than that not much happened until the caravan arrived. I traded with them for a large pile of stuff, then was seiged by orcs. I sent out the champions to handle the orcs, but also tried to lock up the fort and ended up pulling a cave-in lever, leading to the stairs getting flooded, so i need to revert.

EDIT: apparently only to the start of fall.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nahkh** on **September 05, 2009, 05:48:59 pm**

BAH! Flooding the fort is half the fun!

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **(name here)** on **September 05, 2009, 07:36:54 pm**

Well, orcs have come in this timeline too, but i have a better plan than last time.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **(name here)** on **September 05, 2009, 07:56:01 pm**

Seems it wasn't much better, but they're dead, most of the non-combatants are not, and we have a pile of dwarf sized steel armor laying around.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 05, 2009, 11:08:41 pm**

Uh, it's very easy to kill the orcs without any deaths using the drowning trap, also I'd appreciate it if you'd finish flooring over the magma pipe with clear glass blocks. And please don't cut down any glumprong trees, I'm having a vision of a fortress surrounded by evil trees with living shadows, awesome.

Map: <http://mkv25.net/dfma/map-6900-sparklewheel-sparkgear>

Story:

Spoiler (click to show/hide)
I have come.

Sent forth by the Demonic Spoon clan, I Demonic Spoon the V have come to the last known location of a surviving member of the nahkh line. MY goal is to set up a powerbase for the Demonic Spoon's at this no doubt eventful fortress.

Outrage:

I've had enough of these substandard quarters that have been assigned me, it's time to seize control of this fortress! Especially with the previous ruler being stark raving mad...

Progress and industry:
I have started setting up a glass industry in order to construct my quarters, they shall be the shiniest in all the land. To this effect I have made a magma reservoir for the glass furnace and kiln

Signs from armok:
Our resident glassmaker had a secretive mood and made a green glass coffin. Clearly this is a blessing from armok, showing that my course of glassiness is correct and that I need not fear death for he will protect me from it.

Walk on the surface:
Today I was stuck be a strange need to take a walk out side. As I walked I noticed some twisted trees who's shadows seemed to have...a life of their own, these trees touched me deeply for some reason, and I decided that not one of them shall be cut down. As I continued my walk I came across some ant colonies. i admired the ant's determination and decided that I would give them a helping hand. On my way back into the fortress I suddenly felt prickles of fear running down my spine. I turned around, from the river, glaring balefully at me was 2 dozen carp. And I knew fear. Running back into the fortress I set up plans for the damming of the river, which would lead to the suffocation of the vile carp as they flopped around in the dry streambed.

Damming of the river:

Went smoothly. All but one of the dreadful carp are dead 😊



Dwarven caravan:

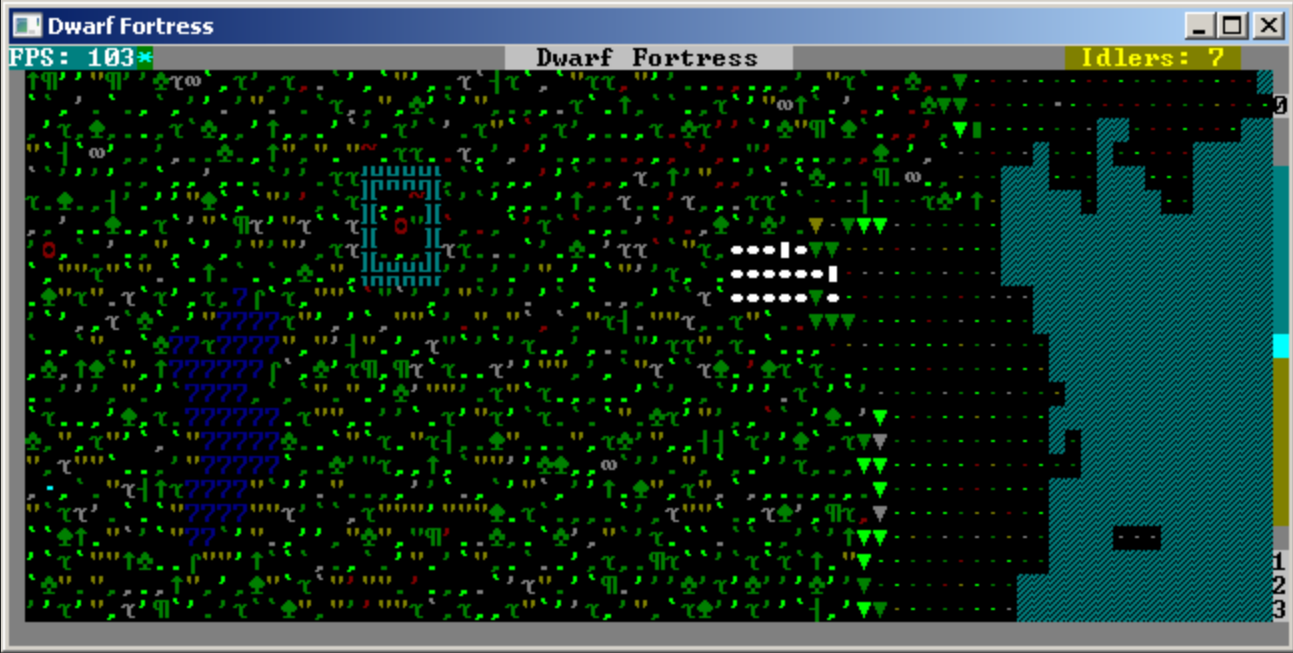
All trading went smoothly

Siege:

As I was busy contemplating the glumprongs(as I had later learned they were named) I suddenly heard shouts and screams from above, a dwarf came running to me and informed me that an orc siege force had arrived! No worries I thought, we could simply drown them using the drowning trap installed by the previous rulers. And then I saw a problem, We had altered the flooding trap in a bid to breach the Aquifier with obsidian but this had sadly failed, but afterwards we had forgotten to restore it, it would flood the forges if we used it now! Quickly I ordered the entrance on the side the orcs had been spotted sealed. But alas there was another squad we were unaware of that killed a herbalist before our champions dealt with it. Angered by the loss of a good dirt grubber I ordered the champions to lay waste to the rest of the orcs alive. Non were left standing

Ant colonies:

Protected by fortification and with roofs over their heads the ants can labor away in peace without fear of trampling feet all over their colonies.



Goblin ambushes:

There were several goblin ambushes during the course of spring, the champions dealt swiftly with them all.

Quarters Progress Report:

Work on flooring over the magma pipe with clear glass blocks continues, a fire imp tried attacking the workers but was quickly annihilated by the champions standing guard, I ordered some cage traps placed.



Humans:

We have successfully trade with the humans, getting rid of some of our many trade goods. We also now have way too much food so I ordered the stockpiles to be enlarged.

Rebellion:

I can hear the dwarves muttering behind my back, oh yeas, only my glumprongs understand, their just jealous of me. Of my greatness. They can't stand to have someone as awesome as me in control. So what if a dozen or so dwarves are dead? They're going to rebel soon, I know it. I will bide my time and retire to my half finished quarters. Until they time is ripe...

EDIT: Pics added.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 06, 2009, 09:47:28 am**

I know why this fortress isn't very exciting this turn! I didn't start it, so nothing went HORRIBLY WRONG. ::)

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **darkflagrance** on **September 06, 2009, 10:03:11 am**

It's too bad we're all cautious type 1 players who revert if major disaster happens...

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 06, 2009, 10:29:48 am**

what type of player am I? OVER 9000?

Yeah, I agree. You guys are no fun when it comes to megadisasters.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 06, 2009, 01:31:53 pm**

Hey! What about me?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 06, 2009, 01:51:12 pm**

IIRC, you voted for a restart in SG IV instead of continuing.

If not, you can also be a Type 9001 player.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 06, 2009, 02:03:41 pm**

No I did not.

Quote from: Demonic Spoon on August 03, 2009, 07:29:15 am

What? This map is easy peasy now after my turn, has anyone actually looked at the map? We are all set on the food front, we have only one secure entance and we have plenty of dwarves, most of which are ecstatic.

What's up with all these sissies wanting out?

And the graphics issues are probably due to the print option in init which they should change, as I stated earlier.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 06, 2009, 02:12:43 pm**

added you to the list of epic players.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **(name here)** on **September 06, 2009, 04:58:35 pm**

Turn complete. not much happened, except repelling a seige with the loss of the entire military, and another seige killing a few dwarves. Second one is still ongoing.

SAVE: http://dffd.wimbli.com/submit.php?action=message&fid=1408

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nil** on **September 06, 2009, 05:13:14 pm**

downloading

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **kurisukun** on **September 06, 2009, 07:34:59 pm**

maaaaap! We Demand Maaaaaap

^_~

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nil** on **September 06, 2009, 07:43:52 pm**

I'll definitely put up a good one after my turn if one doesn't go up before that (also if one does)

spoiler alert there was bad-assery on this turn

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nil** on **September 07, 2009, 04:41:30 pm**

Save is up: http://dffd.wimbli.com/file.php?id=1411

Story, map, and movies will be coming in over the next couple of hours

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nil** on **September 07, 2009, 08:46:16 pm**

MAP (<http://mkv25.net/dfma/map-6916-sparklewheel-sparkgear>)

STORY:

Prologue:
[Spoiler](#) (click to show/hide)
He'd been enjoying a llama cheese stew when got the news.

"You're the new leader," said Nahkh, the founder of this fortress and scion to a long, distingished, and often infamous line of longbeards.

Nil nearly spit out his food. "What, how? Was there an election?" Nahkh shook his head as Nil continued. "Did someone die? Did I do something to piss you off?" Did I get all sober last night and volunteer? Why me?!" Nahkh only shrugged.

"Hey, I don't make the rules. I'm just the messenger." said the architect. He turned and walked away.

"Wait, what the hell? You do make the rules! Sure, you've never told them to anyone, but..." Nil trailed off; Nahkh was already out the door. There was no helping it--Nil was in charge.

Even though he'd lived here for several years, the dwarf decided to survey the fortress as a refresher. The heart of the fortress had sections both above and below the aquifer. The lower section was organized and well engraved, although it did have some workshops that would be sure to cause anyone sleeping in the higher quality bedrooms to sleep fitfully. The upper section was far less ornate, owing to its older age and packed sand wall; it held a few bedrooms and stockpiles.

Although there was an older, secondary entrance leading directly to the fortress, the main gate included a fuctional drowning trap; Nil's first order of business would be to lure the orcs roaming around outside into it. However, there was a smaller area, devoted mostly to glasscrafting, positioned by the magma pipe that was not full protected by the trap. Bones littered it, testifying to the difficulty the dwarves had experienced trying to defend the exposed area. Nil's second order of business would be to pipe magma into the main fortress, then loot and abandon the metal and glassworks. The area above the pipe itself had belonged to the old, now dead dungeon master, and was half-floored with clear glass. It now served has his tomb; Nil planned to leave that part mostly untouched out of respect for the dead. Once the magma is piped across the river, he would use it not only to poer a more conveniently located metal and glassworks, but to pierce the aquifer a second time.

Nil's diary:
[Spoiler](#) (click to show/hide)
17th Granite--The cowardly orcs fled before I had a chance to drown them. The next day, Nahkh was elected mayor, filling a vacancy... apparently I'm still in charge though. I also set our champion wrestlers to spar with some swords and hammers made out of wood and soft metals.

19th Granite: Began plans for the magmaduct when I realized we had no miners. Who ever heard of a dwaven fortress without a miner?! I ordered the two unskilled peasants to pick up some picks and start earning their keep.

20th Granite: Received word that the much-feared geese have grown in numbers; counting the goslings, there are now almost twenty of the winged monsters lulling around outside.

2nd Slate: Some migrants, including a new dungeon master--apparently the old one was killed fighting magma creatures wall installing his glass floor--have arrived, even though they know they place may be their grave. The other migrants included two woodworkers, two millers, a herbalist, a seige engineer, a weaponsmith, an armorsmith, a metalcrafter, a blacksmith, a thresher, a mechanic, a hunter, and four useless peasants. The peasants and one of the millers will be diverted to form a new military squad,. They'll first learn some melee skills, then, later, I'll give them some crossbows. I'll first send the hunter out to cull the goose population, then have him become a full-time marksdwarf.

7th Slate--Just after the last of the migrants passed through it, we finished the foundations of a new tower. This will help to control the westen hill, above the fortress; it has often been used as a staging ground by enemy seigers. If we have time, we'll give the Captain of the Guard a new office on the top floor.

11th Slate--Someone ordered most of our dogs butchered for food. Madness! I will instead have them trained to fight.

24th Felsite: The goose-menace has been taken care of, for the the time being at least. The migrant hunter killed eight, and most of the rest have apparently been scared off--only one adult and two goslings remain.

1st Hematite: The new dungeon master was found with damage to her spine, lower body and arm. She had been injured for some time, but we can't figure out how--there have been no attacks by enemies, no cave-ins, and no acts of dwarven justice. She refuses to explain herself, which has allowed rumors to run rampant--some speculate the ghost of the old dungeon master, Demonic Spoon, extracted bloody revenge on his successor. Personally, I suspect she was tangled with the wrong goose.

The orcs:
[Spoiler](#) (click to show/hide)
It was early summer, and human caravan was overdue. For the last week the sentries had nervously watched, knowing an orcish attack was at least as likely as the humans' arrival.

They sighted them coming along the banks of the river, from upstream. They were without wagons, seemed to be moving faster than usual. When the humans spotted the sentries, they picked up their pace even more. The one in front waved his arms and shouted; although he was too far away to be heard clearly, the dwarves didn't need to be lip readers to know that the humans wouldn't be the only visitors to Sparkgear this summer.

The dwarves' work on the magmaduct had created an alternate route to enter the fortress, and the desperate humans took full advantage of it. One of the miners watched them pass through. When the last camel stumbled down the ramp (something that probably would have taken hours if camel hadn't been half-paniced by the smell of orc), he mined it out. The orcs would not be able to follow the same path.

Over the next week, the orcs took positions around Sparkgear, probing its defenses. Finally, a squad of lashers charged the main entrance. Nil had hoped to have the vent-side forge complex cleared out before the fortress faced a full-fledged assault, but they hadn't had enough time. The continuing traffic between the areas prevented full use of the drowning chamber. The orc squad instead found the drain open, leaving a makeshift moat too wide for them to cross. They tried to back out, but were blocked by a wall of water before they could do so.

In the midst of this, the widow of one of the old leaders, Kurisukun, approached Nil. Urgently, she informed him that her husband had built a trap to catch the carp in the river, back before it was dammed. Now, however, the gates that had once held back the riverwater were open, probably to allow access to the riverbed. The orcs could take this path as easily as the dwarves.

Nil himself ran to the lever, closing it only a moment before the leader of the entire orcish assault, a local warlord armed with a bow, passed through it. From the sound of it, Nil guessed two full squads of orcs had been about bypass the fortress defences. Nil's return to the main hall was made as quickly as the sprint from it, but this was out of anticipation, not fear. Half of the enemy siege party was now several days' march from the ramp that allowed access to the riverbed, which was in turn adjacent to the dam's floodgates.

Later, in the riverbed:
[Spoiler](#) (click to show/hide)
The orcish warparty, almost 25 strong, retraced their steps up the dry riverbed. They'd marched a couple hours where they heard the sound of the water approaching. Within minutes, the orcs were deluged by wall of muddy water. The corpse of one of the humans floated on the crest of the wave, as if to oversee his revenge.

The orcs were not bad swimmers, and only one or two drowned. But most of the rest were swept away [actually they stood at the end of the river until other events provoked a retreat, then disappeared] and the few that managed to hold onto the riverbank were no threat to Sparkgears.

Diary of McClane, Sparkgear Militia:
[Spoiler](#) (click to show/hide)
Malachite 13--They finally killed the orcs in the drowning trap. Bastards had managed to stay close enough to the drain that the water never got deep enough to drown them, but our marksdwarves were able to take care of them. Endok wants to get some up close action; me, I'm happy to keep sparring. Not like we're gonna run out of orcs to kill.

Malachite 16--I've been pulled off training. Apparently the marksdwarves want to go finish off the orcs in the river, just like they did the ones in the drowning trap. Unfortunately there's still a squad of lashers out there, so they need us. They're digging through the bins to find us some good weapons as I write. Wish they had some better armor, too, but most of what we have was made for orcs and goblins and doesn't fit.

Malachite 20--Within the hour we'll sally forth. Me and my three squadmates, all legendary wrestlers with some skill in maces, hammers, and swords. Also 6 marksdwarves under Dakost, the captain of the guard. Should be enough.

Dwarf Hard, With A Vengeance:
[Spoiler](#) (click to show/hide)
"Go to hell, dwarf!" growled the orc. It probably would have been more of a bellow, except the orc was tired and badly injured, with two bolts still stuck in one of its legs. It was desperately trying to escape Sparkgears, but its injuries had reduced it to crawling through the knee-deep water.

"If I do, I'll take you with me," grunted McClane. His injuries weren't as bad as the orcs, mostly just scratches. He was far more exhausted, however--he'd been fighting for the last three days. The battle against the lasher squad had gone well--only one casualty, plus a badly mauled baby. It had been close, though, and even the marksdwarves had needed to join to help McClane and his squadmates to hold the line towards the end. Oddly, the human guide representative, driven insane through clastrophobia during the siege, participated in the assault against the orcs [true story, and given his stats it probably didn't hurt].

When it was clear the dwarves would triumph, the leader of the lashers and two bodyguards jumped into the fortified above-ground courtyard [dodged from bolts]. The leader itself had managed to fight its way through, but the bodyguards were trapped. McClane and his squadmates (minus Endok, who had been injured) were sent to finish them off. The other orc was cornered by the other two dwarves for now, but this one had broken away, forcing McClane to give chase. The dwarf was so exhausted he could barely stand.

McClane grabbed the orc's foot, the injured one. "Got you, you ugly--" McClane was cut off by a kick to the face and the orc scrambled away. The dwarf realed for a moment, then regained his senses and tackled the orc. They struggled for nearly half a minute, then the orc again managed to slip away.

This continued for some time. McClane kept up with the orc without much trouble, but after hours of fighting he didn't have the strength to give a killing blow through the orc's armor. The orc was nearly outside, and McClane feared it would escape. But waiting at the top of the ramp was Zefon the Fat Gleams, a marksdwarf.

"Look! At what you did! To my baby!" screamed the mother as she pummeled the orc with her crossbow. The orc was too busy shielding its face to actually follow her orders, but McClane did--it was clear the child would never walk. He would have let the bereaved mother finish the orc off, but he felt hands lift him to his feet. Turning, he saw Nahkh.

"Go ahead, McClane." sad the mad architect. "We'll kill it together."

McClane turned to the now prostrate orc, raising his mace.

"Yippie kai yay, motherfucker." (http://mkv25.net/dfma/movie-1656-mcclanevstheorc)

Nil's diary--the final months:
Spoiler (click to show/hide)

17th Galena--the bottom section of the drowning trap is still filled with water. it's about waist deep, and between the corpses of the orcs and the woodworker Iden it's getting quite putrid.

11th Limestone--dwarven traders are here... for some reason the wagons keep bypassing us. I've ordered the hatches covering the down stairs replaced with constructed floors, hopefully that will help. It could just be that they don't want to get wet, though.

19th Limestone--More orcs are back. For now we'll just let them site outside. Also, a grizzily bear tore up some random kobold, then ran off with some cheese.

13th Tmber--The dwarves from the mountainhome are soft. Most of the traders have gone insane, and the villaige liason looked like he was about to. So, we sallied forth with some of the merchant guards, killing a squad of orcs and allowing the liason to escape. Unfortunately, other than one of the guards, a marksdwarf, he was the only member of the caravan to survive.

10th Obsidian--A mason entered a few mood, grabbing two chunks of hematite ore and a few other scraps.

25th Obsidian--The mason built a floor hatch. I've ordered it to be placed in the new stairwell as soon at the latter is complete.

16th Granite--Nahkh has informed me that I'm no longer the leader. Managed to not kill everyone including myself, and completed all the projects started. best of luck to the next poor son of a bitch...

Short version: Only two or three deaths, also the human representative went nuts during the summer siege. Also lost the dwarven caravan (saved that trade rep tho). Built a small tower and a magmaduct to both supply a new, more conveniently located forge/glassworks and to breach the aquifer (again). Trained up 5 new marksdwarves from scratch, got our wrestlers decently skilled with various weapons. Also saw lava mist for the first time (I'd seen magma mist, but not lava).

I've got a bunch of movies but most of them were long with only a little excitement (the battle with the orcs was drawn out but I got most of it). I could upload them if people want but the best one is already up (http://mkv25.net/dfma/movie-1656-mcclanevstheorc).

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 07, 2009, 10:23:25 pm**

I see no megaprojects. With the lack of megaprojects so far, I'm going to have to build at least 10 to make up for you guys. seriously.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Vieto** on **September 07, 2009, 10:48:43 pm**

Ok, I have the turn.

Since it is the first day of school, however, I likely won't get too much done this turn.

Either way, I think I can get a simple project going.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nil** on **September 07, 2009, 11:03:27 pm**

Quote from: Barbarossa the Seal God on September 07, 2009, 10:23:25 pm
I see no megaprojects. With the lack of megaprojects so far, I'm going to have to build at least 10 to make up for you guys. seriously.

I was too busy kicking kicking orc ass. But hey, more power too you; we already have a hollowed out chamber just asking for something to be built in it. Plus I'm having a great time watching the GIF on the OP get updated, so anything outside is awesome too

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 07, 2009, 11:24:17 pm**

Quote from: nil on September 07, 2009, 11:03:27 pm
we already have a hollowed out chamber just asking for something to be built in it.

Last time I built a cave city everyone ignored it, even though it was over a dozen z-levels tall. >:(

No, this will be FAR better.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nil** on **September 07, 2009, 11:36:59 pm**

I thought your cave city was awesome, for the record.

edit: (The parts I did were also pretty awesome.)

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 07, 2009, 11:38:59 pm**

why thank you.

PS: Does anyone have all of the final Sparkgear saves? I'd like to put them all on a disc, on which every other finished Sparkgear can be recorded and stored for posterity.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **kurisukun** on **September 07, 2009, 11:39:07 pm**

Quote from: nil on September 07, 2009, 11:36:59 pm
I thought your cave city was awesome, for the record.

I liked the Cave City too. I had thought of doing something similar...

except suspending this one from the ceiling.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 07, 2009, 11:42:01 pm**

Keep the ideas coming, please. 8)

The more ideas the better. Otherwise, we'll just end up with a ring of overengineered super palaces owned by each family that has a child.

Actually, that could be awesome.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nil** on **September 07, 2009, 11:52:33 pm**

Quote from: kurisukun on September 07, 2009, 11:39:07 pm
I liked the Cave City too. I had thought of doing something similar...

except suspending this one from the ceiling.

Somebody totally did that, on a small scale at least: <http://mkv25.net/dfma/poi-18030-thebatapartmento> .

Sparkgear 4 was totally underrated.

When people start megaprojects, they should start with big set of walls and ramparts, something to make it look like a fortress in a visualizer. Right now, it pretty much looks like a hole in the ground.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Vieto** on **September 08, 2009, 12:08:35 am**

yay! my magmarine (minus the non-existant magma) was cross-sectioned!

also, I'm beginning to dig out the chamber with the spark-gate.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 08, 2009, 07:31:52 am**

Quote from: Barbarossa the Seal God on September 07, 2009, 11:38:59 pm
PS: Does anyone have all of the final Sparkgear saves? I'd like to put them all on a disc, on which every other finished Sparkgear can be recorded and stored for posterity.

SG 1 : <http://dff.d.wimbli.com/file.php?id=1049>

SG 2 : <http://dff.d.wimbli.com/file.php?id=1139>

SG 3 :

Dwarf Fortress Mode Save : <http://dff.d.wimbli.com/file.php?id=1281>

Adventurer Mode Save : <http://dff.d.wimbli.com/file.php?id=1371>

SG 4 :

Quote from: Demonic Spoon on August 31, 2009, 02:03:05 pm
And I'm done!

Story:

I've had enough of the constant power struggles going on in this fortress, it's time to bring in the final and greatest authority to rule over the fortress. I speak of course of the king. As such I prepared our fortress for his coming (*again*). And finally completed the great Tower in honour of Armok. Truly it seems as if he smiles down upon us.

Save: <http://dff.d.wimbli.com/file.php?id=1393>

Map: <http://mkv25.net/dfma/map-6864-sparkgear4>

So yeah, if someone would be so kind as too babysit the fortress until the king arrives? I fear we'll have to wait for the dwarven caravan to arrive and see our new roads before he will come :(. I have prepared some apartments for him and his entourage though I wasn't able to fully furnish them, if the hypothetical babysitter would do that? And I finally completed the execution tower and killed some goblin POW to celebrate :D.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 08, 2009, 07:46:50 am**

okay. I'll download them when I get my flash drive back so I can take them to a CD.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Vieto** on **September 08, 2009, 07:56:01 am**

Anyone have any requests for the use of a copper anvil?

Also, where is the lever to the entrance? I can't find it!

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **kurisukun** on **September 08, 2009, 07:58:58 am**

Quote from: Vieto on September 08, 2009, 07:56:01 am
Anyone have any requests for the use of a copper anvil?

Also, where is the lever to the entrance? I can't find it!

In the lever room, which should be hotkeyed to F2.

Unless it's been deconstructed. In which case.....

God have mercy on ye.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 08, 2009, 07:59:03 am**

find a way to make a room that makes the anvil fall on a dwarf, followed by drowning them so they die instead of get to stand on an anvil. Then be able to drain the room.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Vieto** on **September 08, 2009, 08:01:40 am**

Quote from: kurisukun on September 08, 2009, 07:58:58 am

Quote from: Vieto on September 08, 2009, 07:56:01 am

Anyone have any requests for the use of a copper anvil?

Also, where is the lever to the entrance? I can't find it!

In the lever room, which should be hotkeyed to F2.

Unless it's been deconstructed. In which case.....

God have mercy on ye.

Ok, I see the levers. All 11 of them. I hope they are labeled :P

edit: you guys know that the magma-bridge allows the Orcs to cross the river, right?

Oh well, I'll fix that after this seige.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **kurisukun** on **September 08, 2009, 08:22:42 am**

Quote from: Vieto on September 08, 2009, 08:01:40 am

Ok, I see the levers. All 11 of them. I hope they are labeled :P

edit: you guys know that the magma-bridge allows the Orcs to cross the river, right?

Oh well, I'll fix that after this seige.

They should all be labled in (N)otes And yes, we WANT the orcs to cross the river. That way they can get to the drowning chambers no matter where they enter the map.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Vieto** on **September 08, 2009, 05:01:17 pm**

Unfortunately, I had a small accident when digging out the chamber for the Spark-Gate. Its not much of an issue at the moment, but a careless future leader might have a slight problem on his hands.

save: <http://dffd.wimbli.com/file.php?id=1414>

story:
[Spoiler](#) (click to show/hide)

Normally, when an elven caravan comes around, a seige engineer like me simply helps out carry the goods. Well, I got to skip the goods- getting this time, turns out I've been granted the keys that make the Wheel go round. Well, I have been wanting to build a gate to Armok's temple, or the Spark-Gate 1! Onward!

First order of business: dig out the room used for the Gate itself. i've made blueprints! It will be a massive and impressive chamber! There will be magma! Gears! waterfalls! and... goblins? What do you mean goblins? Just send a squad to the surface to take care of them, after all, 1 layer of cage traps can't hold them forever.

Ah, glad that's taken care of. Back to drinking mead... Is that a wild grizzly in the mead? and are those immigrants!? Guards, charge!

Well, a few immigrant casualties, and a dead bear, but the elves had some cool stuff, namely tame bears. Thats really the only cool stuff they brought... And how do I drain that central pool in the trade route? well, digging time.

Oh wait, this switch. Nevermind.

Summer has arrived! Progress on the spark-Gate chamber is minimal, and a metalsmith withdrew from society. He later came out with a copper anvil. I tried to explain to him that anvils are supposed to be fire-safe materials for a reason. No reasoning with these guys.

Well, I was out in the courtyard today, and the humans have arrived. Well, they kinda arrived immediately before the Orcs came. Considering I know nothing about these levers, wherever they are... drat! The humans died! Oh, this switch seals us up!

Well, the mayor, Nahkk, who was re-elected today, told me to use the flooding mechanisms. While setting things up, I was delayed when the chamber for the Spark-gate sprung some leaks in the ceiling. Well, how was I supposed to know that the aquifer was there? Hmmf, well, time to seal of the chamber.

And I guess the dwarves are revolting, because now if someone opens a certain door, the fort risks flooding... very, very slowly... Well, at least I got my waterfall. 😊

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **skaltum** on **September 08, 2009, 05:19:57 pm**

well it's a good thing i'm not too careless then aye :P

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **kurisukun** on **September 08, 2009, 06:26:13 pm**

Quote from: skaltum on September 08, 2009, 05:19:57 pm

well it's a good thing i'm not too careless then aye :P

Famous last words?

Or famous first words before *Fun*

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Vieto** on **September 08, 2009, 06:31:24 pm**

meh, actually the risk of a fort flood is rather low. the water level isn't even lapping at the doors yet. A fast DFer might even be able to stop the aquifer leak before it does any damage

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nil** on **September 08, 2009, 08:12:04 pm**

I uploaded a map: <http://mkv25.net/dfma/map-6925-sparklewheel-sparkgear>

Did the humans bring their wagons this time?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Vieto** on **September 08, 2009, 08:51:54 pm**

no.

the flood chamber wasn't emptied, preventing the wagons from gaining access.

the rest of the humans were slaughtered, by Orcs no less.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **ArkDelgato** on **September 08, 2009, 09:03:15 pm**

Leading the caravan to sparkgear is the kingdom of Man's greatest punishment.

If you can come back alive all of your past transgressions are forgiven.

But no one comes back quite the same after leaving.

They have seen things.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Vieto** on **September 08, 2009, 09:48:51 pm**

oh, also sign me up for the 15th.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **skaltum** on **September 09, 2009, 01:08:58 pm**

dreadfully sorry guys but i was at college all day and the buses were being fucking ridiculas. so i'll have to pass my turn up but i'll take this the 16th tho :D

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **kurisukun** on **September 10, 2009, 06:37:42 pm**

well there goes barbossa's turn... It's now RealmFighter (I think that's his name)

Is he gonna show up?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 10, 2009, 07:00:27 pm**

I am almost back from school. Then, I will play.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Realmfighter** on **September 10, 2009, 07:44:59 pm**

...

DAMN YOU RAPTOR JESUS!

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 10, 2009, 09:48:14 pm**

Mine.

EDIT: Can I take the 20th instead?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Realmfighter** on **September 10, 2009, 10:44:29 pm**

No

if you did, i would have to do the turn and seeing as i'm going to go to bed in a hour, that wouldn't be nice

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 10, 2009, 11:35:22 pm**

HEY. That was my problem! anyway, good night!

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Realmfighter** on **September 11, 2009, 12:28:36 am**

[Quote from: Barbarossa the Seal God on September 10, 2009, 11:35:22 pm](#)

HEY. That was my problem! anyway, good night!

At least you knew before hand that you were screwed.

good night.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 11, 2009, 07:54:23 am**

Besides, I need around 10 more days to finish my blueprints. this WILL be awesome.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Danarca** on **September 11, 2009, 01:17:14 pm**

You're gonna spend 10 days finishing the plans for your megaproject but one day to execute them?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **darkflagrance** on **September 11, 2009, 03:46:59 pm**

So, just to clarify the last night's confusion: It is Barbarossa's turn, and tomorrow is mine?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Realmfighter** on **September 11, 2009, 03:48:45 pm**

Wow.

there are like 70 orcs outside

Jesus christ

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **kurisukun** on **September 11, 2009, 08:40:33 pm**

Quote from: realmfighter on September 11, 2009, 03:48:45 pm

Wow.
there are like 70 orcs outside
Jesus christ

We have a drowning chamber (And IRC chat) for a reason.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Realmfighter** on **September 12, 2009, 01:15:16 am**

i just charged the orcs with everything i got.

hilarity insude.

so, every one is dead. does the next guy want to reclaim or play from the last save?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **darkflagrance** on **September 12, 2009, 02:37:07 am**

I'll start from the previous save. I heard that reclaiming screws over magma forges that use hidden magma pipes.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Canageek** on **September 12, 2009, 11:25:34 am**

Is the IRC channel still active? I'm on it, but no one is in it, and its not registered so I'm op. I must say, this thread has been extra awesome: SG4 was a bit dull, but now that the fiction is back things are getting intresting again.

kurisukun: That...was...amazing. You took a simple turn and made it a sparkgear turn. Kudos.
nil: Also a good read, even if it didn't make me laugh aloud as kurisukun's turn did.
realmfighter: Didn't that get banned in the rules since we know it does not work?

Finally a request: I know typically only rules and special people get dwarves but could I have a miner named Dante? His goal is to dig into hell. I know there is no HFS, but *HE* does not know that. You don't have to use him for anything other then normal mining. For all he knows hell could be where those bedrooms need to be excavated from.

Edit: Decided to do something about the IRC being dead: <http://widget.mibbit.com/?settings=9d24b2e64c7a404a82a3d4b3233332be&server=irc.rizon.net&channel=%23Sparkgear>
(<http://widget.mibbit.com/?settings=9d24b2e64c7a404a82a3d4b3233332be&server=irc.rizon.net&channel=%23Sparkgear>)
mibbit is the best IRC webportal and all you have to do is click that link to get to the sparkgear channel, figured that would make things a touch simpler.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Realmfighter** on **September 12, 2009, 11:46:07 am**

Quote
realmfighter: Didn't that get banned in the rules since we know it does not work?

No, it is simply frowned upon for being stupid

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **darkflagrance** on **September 12, 2009, 02:21:00 pm**

How do you work the drowning chambers? Also, when does my turn end?

In any case, the orcs left pretty fast when they realized I couldn't figure out the drowning chamber...no need to charge them with all the dwarves.

Also got a legendary armorer. Now if we just harvest some of the steel and crucible steel lying around, we can get an awesome military.

EDIT: Thanks to goblin ambushers, my FPS is hovering around 9....

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **DaPatman** on **September 12, 2009, 05:48:02 pm**

I think it ended about forty-five minutes ago.

In any case, there's a good chance I'm gonna have to skip my turn. I can't get my laptop's power cable working, and I'm not using the desktop computer for two reasons: first, I'm going to be out most of tomorrow, and second, it's a piece of shit that took half an hour just to get me to this page from when I logged on so I wouldn't use it even if I could.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **kurisukun** on **September 12, 2009, 05:50:20 pm**

Quote from: darkflagrance on September 12, 2009, 02:21:00 pm
How do you work the drowning chambers?

F2 is the hotkey for the dining room/living quarters/Lever Room. Hit (N)otes to see a description of what each of the levers do.

2 levers control floodgates which block off the tunnel, one for the left side and one for the right. Your first step is to leave those open till the orcs are on their way, and then pull them before they can actually get into your fortress, thus luring them into their certain doom.

Then another lever turns on the flooding pump which will rapidly flood the chamber, drowning the ocrs to death.

once they're all dead and you've turned off the flooding button, there's another lever to open up the drain, which will suck all the water back out into the aquifer. Once it's emptied, close the drain (so your dwarves can get by and caravans can come in) And you'll be good to go.

If DaPatman can't go, I'll totally take his turn.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **darkflagrance** on **September 12, 2009, 06:03:24 pm**

I'm uploading now.

For some reason, the fps has been awful thus far, bottoming out at single digits. I would not blame anyone for bypassing my turn.

I'm not sure what the cause of the fps crash is...I only mined out three small sand chambers and killed goblins. Could it be because I walled off the cavern where Vieto's project went wild?

Link:
<http://dfffd.wimbli.com/file.php?id=1418>

Write-up:
[Spoiler](#) (click to show/hide)
The mayor had picked some marksdwarf to be the new leader...and he decided to lead the people out and charge the seventy orc siege outside. No one wanted to face him down...except...for a young boy.

I had heard of the slaughter perpetrated at a nearby fortress as the hands of these bloodthirsty monsters, and I wanted to prevent it myself. Outside, the corpses of fallen warriors and workers lay rotting...and the wretched screams of a weaponsmith ran in my ears as the orcs took apart his body with the patience of a seamstress putting the finishing touches on a wedding gown.

I climbed up above the marksdwarf's head as he set down to sign the conscription orders...and brought a bone scepter down on his head, knocking him out.

And that is how a child came to be running Sparkgears.

On his belt was the key to the lever room. I took it and ran there. And found a bunch of cryptically labelled levers.

Before I could determine what to do, a bunch of miners ran into the room, yelling that the fortress was flooding. This took precedence. I conscripted every jobless soul available and ordered them to floor in the ramps. They seemed to be willing to listen to anyone who told them what to do, even the mayor. When they finished, I wiped my brow and proudly surveyed my handiwork. That took only a few minutes. Problem solved!!!

And then I realized it was coming up the stairs as well.

In the end we just walled the whole damn thing off.

Back in the lever room, I threw the handbook to one side. This stuff was too complicated for a child! And if I feared to ask someone else for help - they might realize that a three year old was arbitrating the life and death of the fortress. In the end, I proceeded by trial and error. The bridges went up and down, and up and down. The orcs were confused at first, but upon realizing that the incompetent leadership of the fortress was not going to either order a sally or flood the map with magma, they retreated in disorder. A few hung around, inexplicably treading water in the river.

Maybe they'll be eaten by carp?

An armorer had a mood. He became legendary off a copper right gauntlet. He came to me and told me of his achievements, and as I surveyed the mounds of abandoned orcish steel and crucible steel outside, Armork inspired me with visions of steel-clad dwarven berserkers tearing goblin lashers limb from limb and heads turning the river red...but this vision was not to pass in my time.

Instead, as I presided over the funeral of the last five or so dwarves to have recently gone unburied, a thought came to me, inspired directly by the god of blood: A chamber with grills of iron, with a cistern above and a cistern below, filled with the the molten blood of the earth. Our foes would enter, and the bridges at both ends would rise, and from the ceiling would fall burning oblivion. The bridges below them would then open, and the magma would drain into the cistern below, while the grills installed in the floor above the cistern would catch the surviving steel armor and weaponry...Pumps powered by wind and water would then take the magma from the cistern below back to the cistern above...reseting the tap.

But no sooner had I sent the orders to the forges for grills and pumps of iron, conscripted the peasants and miners and soapmakers as masons and laid out the walls of the maze where the orcs were to be trapped then the wind blew ill [and the fps crashed] and I knew that goblin ambushers were upon us.

Although I ordered my ~~slaves~~ followers to flee back into the safety of the caves and the military to patrol the environs, the goblins that were not rent asunder by my champions shredded an unfortunate miller...and inexplicably the three-named marksdwarf who would have

been in my place. Oh well, I designated coffins for them as well.

Dwarven merchants came...and bypassed the depot because I hadn't figured out how to unseal the depot. Oh well, their loss. >P

One day, as I stood with my face hidden in an ill-fitting horned orcsteel helm, clutching my bone scepter tight in my hand, the mayor walked up to me and said: "Wait a minute, you're a kid. And it's past your bedtime."

And that is how the reign of Rance the First, Magma Dictator, came to an unsought and undignified end.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **DaPatman** on **September 12, 2009, 07:07:52 pm**

Quote from: kurisukun on September 12, 2009, 05:50:20 pm
If DaPatman can't go, I'll totally take his turn.

Feel free to do so, but I've downloaded the save and am going to see if I can fix the problem with my laptop, so don't post your save unless and until I post to confirm that I couldn't get it working.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **darkfragrance** on **September 12, 2009, 07:14:32 pm**

It seems that Kurisukun has gotten the save to work, so it looks like the problem is with my computer.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Canageek** on **September 12, 2009, 07:19:41 pm**

Quote
Sep 12 19:42:57 <kurisukun> Okay, Since I have a lot of mining to do, and I dont' want to make rocks, I now have set 2 peasents on to be miners.
Sep 12 19:44:15 <kurisukun> Also, Dante the soapmaker has begun his search for hell, cause I'm anice guy like that

WOOT!

Spoiler (click to show/hide)
From the journal of Dante Inferno, Master Soapmaker, First Entry:
Today is the worst day of my life. It is so bad that I am starting keeping this journal to express my thoughts. I have been with this horrid dirty fortress for a while, banned from doing my trade. I've made it tolloarble by staying as clean as I can and secretly stealing scraps to make a crude soap in my room at night with which I keep myself almost clean. Until today that is. I was minding my own business when the head of the expedition came up to me. "You! Dante, isn't it? I have a job for you my boy!" Thinking I was going to be saved from the horrible administrative error that kept me doing peasant tasks instead of working with my beautiful lye I was quite happy. "REALLY? Finally! I'll make you the best soap this fortress has ever seen! I mean, not that that is hard with it having never seen any soap...but I WILL DO YOU PROUD!" He just stared at me for a bit as I beamed. "Soap? BAHAAHAHAHA. No boy, your a miner now! A proper dwarfish profession that is! Get your hands in the dirt like a true dwarf!" He then strode away as I collapsed sobing. Mining! The dirtiest of dirty jobs. I've seen the miners, covered head to toe in soot and dirt! I shudder to think of it. I went and lay in bed, consumed by depression. I thought of ways of cleaning myself such as putting myself in the flood trap but I couldn't think of a way to talk someone into turning it on for me. So I had another idea: I will dig down to hell and let it burn me clean. Others may die but it is their own damn fault for subjecting me to this indignity. If I can't find hell I might be at least able to find some magma to purify the fort with. It is the only way it will ever be clean. I will document my progress here for posterity.

Once I get some information on how he is doing and is likes/dislikes I'll write the soapy hell song that he sings as he digs.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **kurisukun** on **September 12, 2009, 10:17:55 pm**

Does anyone know where this Werewolf came from?

And why it was trapped in the Carp Caging Area?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 12, 2009, 10:47:02 pm**

Quote from: Danarca on September 11, 2009, 01:17:14 pm
You're gonna spend 10 days finishing the plans for your megaproject but one day to execute them?

Yes. I need enough time to plan the third through 14th floors. If there is not enough sky, I will dig a pit and build up from there. This will ROCK. (harharhar?!)

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Vieto** on **September 13, 2009, 12:49:44 am**

actually, I think I won't be able to take my 15th turn. Homework is beginning to pile, and I still have to finish DFM2.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **DaPatman** on **September 13, 2009, 04:02:09 am**

Good news! I've solved the problem with my laptop, so I can take my turn after all.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **kurisukun** on **September 13, 2009, 07:54:11 am**

Quote from: DaPatman on September 13, 2009, 04:02:09 am
Good news! I've solved the problem with my laptop, so I can take my turn after all.

Woot!

Although that means my playing last night is for wont. Oh well. Such is life. Make it good!!!

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **TheDJ17** on **September 13, 2009, 08:50:01 am**

I just finished reading the entire SparkGear archives and all I can say is Wow.
I'll definitely try and get a turn when I have more free time.

Title: **Re: SG5 - The Next Generation[Signup full for now]**
Post by: **Demonic Spoon** on **September 13, 2009, 12:49:46 pm**

Hey DaPatMan, and all you other peoples, why don't you gander over to the Sparkgear channel on irc.rizon.net so we can have some realtime reports of the action?

EDIT: It would appear that CanaGeek made this here linky that links directly to the channel, have fun! :

<http://widget.mibbit.com/?settings=9d24b2e64c7a404a82a3d4b3233332be&server=irc.rizon.net&channel=%23Sparkgear>

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **kurisukun** on **September 13, 2009, 12:51:42 pm**

Quote from: Demonic Spoon on September 13, 2009, 12:49:46 pm
Hey DaPatMan, and all you other peoples, why don't you gander over to the Sparkgear channel on irc.rizon.net so we can have some realtime reports of the action?

Yes! We crave for information!! Even if we must claw it out of your very heads themselves.

Mmmm.... Information is stored in braiiins....

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Canageek** on **September 13, 2009, 12:55:17 pm**

It is easy! Just click the link! <http://widget.mibbit.com/?settings=9d24b2e64c7a404a82a3d4b3233332be&server=irc.rizon.net&channel=%23Sparkgear>

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **DaPatman** on **September 13, 2009, 05:28:32 pm**

I lost nine dwarves, ten dogs and two geese in the three and a half months I ended up playing for. Is that a record?

Save: <http://dffd.wimbli.com/file.php?id=1420>

Map: <http://mkv25.net/dfma/map-6953-sparklewheel>

Story to come tomorrow.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **kurisukun** on **September 13, 2009, 05:43:55 pm**

Next up, Tykk!!!

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Tykk** on **September 13, 2009, 11:00:34 pm**

Awesome, let's see what we can do ^.^

No one is in the IRC!! =X

EDIT::

Sorry guys, thought I was gunna be able to play but I just didn't get a chance to sit down with it. First thing tomorrow I have to be up and to work, so I won't have time to play then either.

Good luck to whoever is gunna go next though.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Danarca** on **September 14, 2009, 05:35:55 am**

Could you re-upload the map under the series already created DaPatman?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 14, 2009, 07:44:08 am**

Mm, so it would appear that nahkh has dissapeared again. The 14th, that is today is currently open. We need more poeple signing up for further days, ignore the Signup full title.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 14, 2009, 08:05:34 am**

I got the 20th. DS, use your post to set up a temporary governmental base.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **kurisukun** on **September 14, 2009, 09:10:05 am**

I need/want one of the upcoming weekend days.

If today is the 14th, then I'll take the 19th.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **ajar** on **September 14, 2009, 09:56:22 am**

LOL. I just magically managed to prevent a tantrum spiral in my new fortress, Scrappit. I lost one fourth of a population count. Part of them were immigrants who drowned on the way, true, but at least five were killed in an occasion in which my jeweler went berserk after not getting any gems for a mysterious construction. Goddamn. The jeweler killed first one of my founder dwarves, and then her husband, who was an accomplished pump operator and sheriff. The mines were bloody after the fight, if I may say.

Are there any free slots open for SG5? DS, I can be tomorrow, I can be the day after tomorrow or the seventeenth. Or the eighteenth. Weekend is also okay.

"Kids have beardst"

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 14, 2009, 10:40:38 am**

Can you be today ajar? Tykk has canceled his playings. The 14th is open everyone!

Tentative turn list:

- Monday 14th open, Tykk withdrewd
- Tuesday 15th TAKEN: ajar
- Wednesday 16th TAKEN: Skaltum
- Thursday 17th TAKEN: LordNuts
- Friday 18th TAKEN: Demonic Spoon
- Saturday 19th TAKEN: Kurisukun
- Sunday 20th TAKEN: Barbarossa the Seal Murderer
- Monday 21st open
- Tuesday 22nd TAKEN: Skaltum
- Wednesday 23rd TAKEN: LordNuts
- Thursday 24th nil
- Friday 25th open
- Saturday 26th open
- Sunday 27th open
- Monday 28th TAKEN: Samus random numbers
- Tuesday 29th open
- Wednesday 30th open

P.S. Go to the IRC you scumbags.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **skaltum** on **September 14, 2009, 12:01:45 pm**

Quote from: skaltum on September 09, 2009, 01:08:58 pm
dreadfully sorry guys but i was at college all day and the buses were being fucking ridiculas. so i'll have to pass my turn up but i'll take this the 16th tho :D

fill it out my fellow assmin :D

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 14, 2009, 12:25:06 pm**

Sorry, missed that, added to list.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Danarca** on **September 14, 2009, 01:28:36 pm**

Ahem
And it's Barbarossa not me that got the 20th :p

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 14, 2009, 01:41:35 pm**

OH sorry, must have mixed you two up accidently. :-[

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **LordNuts** on **September 14, 2009, 02:15:06 pm**

If possible, can I get the 17th? I ~~prom~~ise hope not to screw up horribly.
I have some free time because of an accident involving a bicycle, my face, the ground, lots of blood, a broken nose and ... a cat.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **ArkDelgato** on **September 14, 2009, 02:16:54 pm**

Quote from: LordNuts on September 14, 2009, 02:15:06 pm
If possible, can I get the 17th? I ~~prom~~ise hope not to screw up horribly.
I have some free time because of an accident involving a bicycle, my face, the ground, lots of blood, a broken nose and ... a cat.

You never should have taught a cat how to ride a bicycle.

Look at what it did to your face after it slipped in all that blood.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **skaltum** on **September 14, 2009, 05:09:24 pm**

Quote from: ArkDelgato on September 14, 2009, 02:16:54 pm

Quote from: LordNuts on September 14, 2009, 02:15:06 pm

If possible, can I get the 17th? I ~~p~~romise hope not to screw up horribly.
I have some free time because of an accident involving a bicycle, my face, the ground, lots of blood, a broken nose and ... a cat.

You never should have taught a cat how to ride a bicycle.

Look at what it did to your face after it slipped in all that blood.

but where did the blood come from?

its a mystery :o

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nil** on **September 14, 2009, 05:38:22 pm**

hey, Spoon, can I get another round on the 24th?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 14, 2009, 10:17:16 pm**

Quote from: Danarca on September 14, 2009, 01:28:36 pm

Ahem
And it's Barbarossa not me that got the 20th :p

Then can we trade? The 20th is my only available day within the month.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 14, 2009, 11:11:29 pm**

? Barabarossa you got the 20th, I just accidently wrote danarca.

Also, nil and LordNuts added.

It is currently ajar's turn.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **LordNuts** on **September 15, 2009, 12:38:18 am**

Quote from: ArkDelgato on September 14, 2009, 02:16:54 pm

Quote from: LordNuts on September 14, 2009, 02:15:06 pm

If possible, can I get the 17th? I ~~p~~romise hope not to screw up horribly.
I have some free time because of an accident involving a bicycle, my face, the ground, lots of blood, a broken nose and ... a cat.

You never should have taught a cat how to ride a bicycle.

Look at what it did to your face after it slipped in all that blood.

Yeah, I probably should have phrased that better.
In any case the cats in the fortress should be afraid.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **ajar** on **September 15, 2009, 07:56:08 am**

Turn Summary:

FPS 8, got zapped by orcs

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 15, 2009, 09:03:37 am**

Still playing right?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **ajar** on **September 16, 2009, 02:10:24 am**

The defence systems sucked beyond measure. I didn't manage to make a lava trap before the orc invasion.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **skaltum** on **September 16, 2009, 08:03:48 am**

hmmm.... well could the next person perhaps add a magma defense or improve them then?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 16, 2009, 08:31:01 am**

So I assume you got crushed and stopped playing? Please could you have stated that a bit more clearly? IN any case your turn is long over and it is now skaltum's turn. So you should totally do some magma defences then good old skallie.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **kurisukun** on **September 16, 2009, 09:13:20 am**

As of the latest map uploaded, the drowning trap is broken and non-functional. I don't know if you fixed it. If you didn't, then yea.... it sucks. It has many problems. As for making magma defenses.... It can be done in our current fortress, but it'd require a lot of pumping and ingenuitive mining. Doable since the aquifer allows for very easy energy creation. But troublesome.

bounces

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **skaltum** on **September 16, 2009, 02:45:05 pm**

Quote from: Demonic Spoon on September 16, 2009, 08:31:01 am

So I assume you got crushed and stopped playing? Please could you have stated that a bit more clearly? IN any case your turn is long over and it is now skaltum's turn. So you should totally do some magma defences then good old skallie.

MEGA-FACEPALM i've been so busy today i bloomin forgot it was my turn >:C

put me down for the 22nd demon please. and again i'm sorry everybody. LordNUTS you've got the rest of my turn so you can start now

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **kurisukun** on **September 16, 2009, 03:28:33 pm**

Someone send him a message.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **ajar** on **September 17, 2009, 02:50:47 am**

I didn't find the drawbridge levers! I got crushed by orcs, they just walk in and past the "water trap". It wasn't fast enough.

BTW. Fan art



Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **LordNuts** on **September 17, 2009, 03:03:40 pm**

Sadly enough I'll have to skip my turn. Waiting at the hospital for 8 hours and then trying (5x) not to get crushed by the inevitable orc invasion is not really good for morale. The fort's geometry is also not really helping. I'm really sorry but I just don't have the mood/cunning to save the fort.
(And I just plain suck.) I'll sign up again in the future (if possible) but for now, I don't have the patience.
Could the next person call a dwarf "LordNuts, Failed Ruler"?
Off to sleep then. (Live in GMT -1)

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **skaltum** on **September 17, 2009, 03:57:41 pm**

hey lord dont worry about it. besides SG is all about FUN. so it doesnt matter what level of skill your at :) i'm sure you'll be able to play at a later date. just make sure you specify what date and we'll sign you up if it's free

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **kurisukun** on **September 17, 2009, 08:39:12 pm**

Then that means.....

RELEASE THE DEMONIC SPOON!!!!

Buahaaaaaaahahahaa!!!

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 18, 2009, 11:11:44 am**

Gah, horrible time for my internets to go break >:(. Currently dling. DaPatMan is the latest save right?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **skaltum** on **September 18, 2009, 11:19:16 am**

it would appear to be so

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 18, 2009, 04:02:17 pm**

Save: <http://uploading.com/files/mbd2cb2d/Spark%2BGear%2B5.zip/>

Didn't really get much done. Also I myself and nahkh the master of many skills have mystreiously gained spinal injuries D: .

We have a caged werewolf. Use it for great justice, possibly in combination with naked captured goblins. Blood and Thunder!

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **kurisukun** on **September 18, 2009, 05:00:33 pm**

Well since no one seems to have done anything spectacular lately...

It is time for me to get started with the spectacularness. I'll be damned if I'm gonna let SG5 die out of disinterest.

"It's like I always say, It's better to BUUUUURRRN Out, than to faaade away."

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Samus1111111** on **September 18, 2009, 09:57:08 pm**

I'll take the 28th if it's still open

side note: won't be on 'till ~2:00 pm CST (screw GMT >:()), so if I don't respond it's because I'm at school

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 19, 2009, 12:28:26 am**

Added

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Danarca** on **September 19, 2009, 01:57:12 am**

People sure are forgetting about their turns :D

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **LordNuts** on **September 19, 2009, 02:45:46 am**

Can I get the 23rd please? And if not done yet, can anyone name a dwarf LordNuts?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 19, 2009, 03:55:26 am**

I've named a pretentious peasant after you ;D, also added

Tentative turn list:

- | | |
|-----------|--|
| Monday | 14th open, Tykk withdrew |
| Tuesday | 15th TAKEN: ajar |
| Wednesday | 16th TAKEN: Skaltum |
| Thursday | 17th TAKEN: LordNuts |
| Friday | 18th TAKEN: Demonic Spoon |
| Saturday | 19th TAKEN: Kurisukun |
| Sunday | 20th TAKEN: Barbarossa the Seal Murderer |
| Monday | 21st TAKEN: Barbarossa continued |
| Tuesday | 22nd TAKEN: Skaltum |
| Wednesday | 23rd TAKEN: LordNuts |
| Thursday | 24th TAKEN: nil |
| Friday | 25th TAKEN: iluogo |
| Saturday | 26th open |
| Sunday | 27th open |
| Monday | 28th TAKEN: Samus random numbers |
| Tuesday | 29th open |
| Wednesday | 30th open |
- P.S. Go to the IRC you scumbags.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **iluogo** on **September 19, 2009, 03:30:30 pm**

can i take the 25th?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 19, 2009, 03:35:11 pm**

Sure thing. Added

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **kurisukun** on **September 19, 2009, 03:40:16 pm**

Sooo..... erhm.... yea....

the PLAN was, to put the save on a flash drive, head over to my friends (who possesses a 47" monitor) and, in our little group of compute geeks, run a fortress being controlled by the 4 of us at once.

What actually happened was about 12 hours of Super Smash bros. followed by the realization we'd been awake playing smash bros. for almost 48 hours now, immediatly followed by sleep.

this never happens to me, I swear! This social life literally sprang up out of nowhere! It's not cool.

Barbosa... I leave the task up to you! Make SG5 something to be proud of! Its... *cough* It's all up to you... I entrust to you not only my will, but the will of the future *hack/cough* Good luc..... *dies*

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 19, 2009, 03:58:13 pm**

I'm getting this horrible feeling that SG 5 turns are cursed :(.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **skaltum** on **September 19, 2009, 06:55:16 pm**

Quote from: Demonic Spoon on September 19, 2009, 03:58:13 pm
I'm getting this horrible feeling that SG 5 turns are cursed :'(.

i'm starting to think the same my heretic in law

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **darkflagrance** on **September 20, 2009, 08:16:06 am**

Gah, I truly wish I could play. But I have limited internet access for the next few months, and I can't do more than browse.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 20, 2009, 09:25:01 am**

Downloading previous save.

This fortress shall be interesting yet!

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 20, 2009, 07:54:55 pm**

Things are going smoothly so far. Since there's nobody up for tomorrow, I'll just keep the save until the next person. ;D

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 20, 2009, 11:21:22 pm**

Kk.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **LordNuts** on **September 21, 2009, 08:39:04 am**

Not meaning to be difficult, but could I get Monday instead of Wednesday, I'll have more time that way.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **rosedrake** on **September 21, 2009, 09:27:02 am**

:o i can has 21st?

if not, 24th.

D: the IRC is so empty.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 21, 2009, 10:45:15 am**

Mmm, well, Barbarossa has taken the 21st since no one claimed it when it start, however maybe he will be willing to hand it over to Lordnuts for the remaining few hours? ~~Also, Rosedrake added for 24th.~~

EDIT: Whoops, forgot nil has already taken 24th, Just didn't put a big TAKEN next to it, want the 26th instead?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **LordNuts** on **September 21, 2009, 12:22:32 pm**

Actually I meant the 21st.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 21, 2009, 12:46:15 pm**

I know you meant the 21st

Quote from: Barbarossa the Seal God on September 20, 2009, 07:54:55 pm
Things are going smoothly so far. Since there's nobody up for tomorrow, I'll just keep the save until the next person. ;D

He said this before you asked for the turn and the turn had already begun so he gets it unless you work something out with him, do you still want wednesday or a later date?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **LordNuts** on **September 21, 2009, 12:58:56 pm**

I'm apparently very bad at reading. and mixed up the 21st with the 28th which is already taken.
So yeah, I'll keep the 23rd. Sorry for the confusion.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 21, 2009, 01:40:51 pm**

No problem. Also barbarossa, time is running out for you, only 3 hours and 20 minutes left.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 21, 2009, 08:08:05 pm**

I'm not sure what time I'm supposed to give it to you, but I'll have it to you within three hours from now.

(9:00 PM PST)

I have no regrets about what is going on, but in the next three hours I will attempt to make this fortress survivable. Odin help us.

Spoiler (click to show/hide)

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 21, 2009, 09:19:01 pm**

1:40 remaining, and the messiah that has come is urging us to work faster. It would seem that Ragnarok is Nigh.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 21, 2009, 10:05:01 pm**

The first have come. Orcs now crawl Phantom Spider Valley, and ominous puddles begin appearing on the floors.

Ragnarok is Nigh!

Only a chosen few of the worthy shall defend Asgard against the might of the Daemon Menace!

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 21, 2009, 10:14:39 pm**

The combined might of the Merchant Guards and the Starving Abandoned Migrants was thwarted by the mighty orcs. Only 0:45 remains until our savior finishes the ritual, and we are safe from this madness. Until then, may our champions defend these halls well.

((I decided that this fortress needs more challenge. Orcs can now fly. Since they don't have wings, it only means that they can cross ditches. They don't change z-levels to fly.))

These unearthly monsters cannot prevail!

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 21, 2009, 10:21:33 pm**

((I hope you guys don't mind my rapid fire multiposting))

Truly these are the end times. A piglet was thrown against the main gate from the force of a blow delivered by Duzgenlath, the Orcish Champion.

A mysterious tunnel has begun forming in the bowels of the earth. Hopefully it will allow our survival. Many dwarves have already fallen to the webs shot out of the Orcs' faces. Several have gone berserk, which is both a hindrance to us and the enemy. The enemy has breached the First Gate. (I'm falling back in layers, reorganizing behind each door just before the orcs smash it down again. This is the most fun I've ever had defending.)

Plan F may go into effect if the messiah becomes endangered.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **rosedrake** on **September 21, 2009, 10:25:26 pm**

okay, the 26th works! :D

... heh, flying orcs... a maze of fortifications is in order!

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 21, 2009, 11:28:44 pm**

Lmao, it is currently skaltums turn, however, barbarossa you can play till he show up, also, new list:

Monday	14th open, Tykk withdrewd
Tuesday	15th TAKEN: ajar
Wednesday	16th TAKEN: Skaltum
Thursday	17th TAKEN: LordNuts
Friday	18th TAKEN: Demonic Spoon
Saturday	19th TAKEN: Kurisukun
Sunday	20th TAKEN: Barbarossa the Seal Murderer
Monday	21st TAKEN: Barbarossa continued
Tuesday	22nd TAKEN: Skaltum
Wednesday	23rd TAKEN: LordNuts
Thursday	24th TAKEN: nil
Friday	25th TAKEN: iluogo
Saturday	26th TAKEN: rosedrake
Sunday	27th open
Monday	28th TAKEN: Samus random numbers
Tuesday	29th open
Wednesday	30th open

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 21, 2009, 11:44:35 pm**

uploaded save (<http://dffd.wimbli.com/file.php?id=1432>).

this is truly the godliest fortress ever. (I fixed the RAWS to make the game easier for the next people)

((Note to next person: TRY AND REBUILD WITH THE 9 LEFT IN THE BUNKER.))

PS: The champion can put down any rebellion, but try and keep the 9 survivors friendless. It's a tight knit hovel down there.

The bunker is equipped with levers that all have notes, an irrigation system, bedrooms, farms, stockpiles, kitchens, stills, and the Hall of Unfriendly Colors.

Don't try and save the children, most are close to berserkitude, and anything that would make the 9 survivors in the bunker sad in any way would be advised against.

Plan F was activated, and a million trillion gallons of water are pouring into the fortress. It was a requirement to prevent the orcs from winning before Magni (Thor's Son) could open the gate to the ThunderDome (bunker).

All survivors have been named after the 8 gods that will survive Ragnarok, plus Barbarossa.

I would have saved the other named people, but they had far too many friends.

Farm, harvest, brew, and press on!

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Danarca** on **September 22, 2009, 01:33:04 am**

wat
Could you post it on DFMA so those of us not playing can have a look? >.>

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **darkflagrance** on **September 22, 2009, 04:03:52 am**

Quote from: [Demonic Spoon](#) on September 21, 2009, 11:28:44 pm

Lmao, it is currently skaltums turn, however, barbarossa you can play till he show up, also, new list:

Monday	14th open, Tykk withdrewed
Tuesday	15th TAKEN: ajar
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Saturday	19th TAKEN: Kurisukun
Sunday	20th TAKEN: Barbarossa the Seal Murderer
Monday	21st TAKEN: Barbarossa continued
Tuesday	22nd TAKEN: Skaltum
Wednesday	23rd TAKEN: LordNuts
Thursday	24th TAKEN: nil
Friday	25th TAKEN: iluogo
Saturday	26th TAKEN: rosedrake
Sunday	27th open
Monday	28th TAKEN: Samus random numbers
Tuesday	29th open
Wednesday	30th open

I just got downloading ability!

I'll take the 27th. Maybe I can get a real turn in and finish the magma flooder if someone else is not already on that.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **skaltum** on **September 22, 2009, 05:25:07 am**

right i've looked at the save and i'm afraid i'm going to have to give my turn up to the next person because my brother moved out yesterday and now i'm going to be bogged down redecorating ETC. p.s i had 14 FPS. can the next person say theres please.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 22, 2009, 07:28:20 am**

Darkflagrance, added. I place dibs on skaltum's turn.

Monday	14th open, Tykk withdrewed
Tuesday	15th TAKEN: ajar
Wednesday	16th TAKEN: Skaltum Demonic Spoon!
Thursday	17th TAKEN: LordNuts
Friday	18th TAKEN: Demonic Spoon
Saturday	19th TAKEN: Kurisukun
Sunday	20th TAKEN: Barbarossa the Seal Murderer
Monday	21st TAKEN: Barbarossa continued
Tuesday	22nd TAKEN: Skaltum
Wednesday	23rd TAKEN: LordNuts
Thursday	24th TAKEN: nil
Friday	25th TAKEN: iluogo
Saturday	26th open
Sunday	27th TAKEN: Darkflagrance

Monday	28th TAKEN: Samus random numbers
Tuesday	29th open
Wednesday	30th TAKEN: rosedrake

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 22, 2009, 08:02:44 am**

Quote from: darkflagrance on September 22, 2009, 04:03:52 am
I'll take the 27th. Maybe I can get a real turn in and finish the magma flooder if someone else is not already on that.

Ha? Good luck getting to the magma flooder, as it's likely to be flooded apart any second now.

I'll upload the map to DFMA later.

By the way....
Quote from: nahkh on August 31, 2009, 05:07:41 am
1) On your turn, you are king.
If you wanna flood half the fort in magma, fine.
If the previous turn is late or unplayable,
you can revert to an older save. Whatever you like.
1.1) Only savescum if the **entire** fort is lost.

I made a survivable section of fort, so no reclaiming either.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 22, 2009, 08:40:55 am**

Quote from: Barbarossa the Seal God on September 21, 2009, 11:44:35 pm
I would have saved the other named people, but they had far too many friends.

Umm, I have no friends? ...that came out wrong... Do you just hate me or something?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **skaltum** on **September 22, 2009, 08:42:20 am**

well DS the DM is alive but i dunno where. probably with the sweet and gentle orcs.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 22, 2009, 08:43:00 am**

I'm lying wounded in bed in the bedroom complex.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **skaltum** on **September 22, 2009, 08:44:32 am**

dun dun duuuuuuun. demonic spoon dungeon master has struck raw adamantine in his hat look out for teh orcs :'(

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 22, 2009, 08:45:51 am**

The daring rescue of Demonic Spoon and nahkh is underway, for more go to the irc.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **skaltum** on **September 22, 2009, 08:46:55 am**

Quote from: Demonic Spoon on September 22, 2009, 08:45:51 am
The daring rescue of Demonic Spoon and nahkh is underway, for more go to the irc.

yay motivation from the cult of sp0on anyways barb? you can carry on if you want. i cant do my turn today.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **rosedrake** on **September 22, 2009, 09:10:32 am**

ah damnit ;___; my family threw me a surprise trip to my hometown

i can't do it on the 26th, take my name on the list...

because i'll be returning at the 30th, instead. so i guess i'll just take the 30th.

sorry for the inconvinience! D':

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 22, 2009, 10:18:33 am**

Changed.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Danarca** on **September 22, 2009, 10:39:46 am**

Danarca Whipcarnage the Hunged Witness of Coldness,

Peasant have demanded the upload of the fort!

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 22, 2009, 10:52:18 am**

Jeez, stop your shouting already:

http://mkv25.net/dfma/map-7025-sparklewheel

P.S. Also it's has demanded, not have demanded.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 22, 2009, 01:36:36 pm**

Demonic Spoon couldn't sleep.

The constant gurgling, dripping and other watery noises beyond the locked door of the very inadequate room's locked door was keeping her awake.

As water started seeping through the cracks between the walls and the door and she was becoming worried about whether she would have to learn to swim she heard a sound to bring a slight smile to her lips.

The dull thudding like that of a pick striking rock emanating from below her.

Suddenly the sharp point of a pick appeared through the floor of the room and shortly afterward a bearded head.

"Well you bloody well took your bloody time didn't you bloody peasant?" grunted Demonic Spoon.

Save: http://www.2shared.com/file/7976575/67eb730e/Spark_Gear_5.html

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 22, 2009, 07:06:11 pm**

Well, I couldn't order a noble into the bunker, so it became a moot point. Save everyone and risk failure or save 9 and win.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 22, 2009, 09:38:09 pm**

NOTE FOR NEXT PERSON: MAKE THE BUNKERITES FARM AND MAKE FOOD! IF YOU DON'T, THE SURVIVORS WILL DIE AND WE'LL HAVE TO RECLAIM THIS MESS.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nil** on **September 22, 2009, 10:24:03 pm**

Quote from: Barbarossa the Seal God on September 22, 2009, 07:06:11 pm

Well, I couldn't order a noble into the bunker, so it became a moot point. Save everyone and risk failure or save 9 and win.

Levers with preferences, good man!

Also how did nil die? Anything interesting or just drowning?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 22, 2009, 10:32:18 pm**

nil?

He probably died to the orcs, but I didn't really notice until he actually died, so I don't even know what happened to the body.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 22, 2009, 10:55:22 pm**

It currently LordNuts turn, I managed to save him and nahkh as well. Also I had a spine injury, I couldn't pull levers if I wanted to, I just destroyed most of the beds above and had them carry me down.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 22, 2009, 11:22:27 pm**

Wait- you're destroying the Bunker's security?!

I specially designed the population to have NO outside contact or friends! By introducing an outsider, you could start a RIOT.

Well, unless it's only the DM. If LordNuts or Nahkh have any friends at ALL, they must die before they can become friends with the others and cause a spiral in the Thunderdome.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **darkflagrance** on **September 23, 2009, 04:26:39 am**

We could always isolate them in prison chambers until we are sure they won't turn berserk. And as long as they all have jobs, it is unlikely that any lasting friendships will be formed in such a short time.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **ArkDelgato** on **September 23, 2009, 05:47:11 am**

Hows Galstaff doing?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 23, 2009, 06:20:13 am**

Who? Also, I may not be avaiable or able to take my turn for the next few days, we're going on a unexpected family trip and avaibility of internets is unsure at best.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **skaltum** on **September 23, 2009, 06:23:14 am**

Quote from: Demonic Spoon on September 23, 2009, 06:20:13 am
Who? Also, I may not be avaiable or able to take my turn for the next few days, we're going on a unexpected family trip and avaibility of internets is unsure at best.

righto then.

the current turn list

Quote from: Demonic Spoon on September 22, 2009, 07:28:20 am
Darkflagrance, added. I place dibs on skaltum's turn.

Monday	14th open, Tykk withdrewd
Tuesday	15th TAKEN: ajar
Wednesday	16th TAKEN: Skaltum Demonic Spoon!
Thursday	17th TAKEN: LordNuts
Friday	18th TAKEN: Demonic Spoon
Saturday	19th TAKEN: Kurisukun
Sunday	20th TAKEN: Barbarossa the Seal Murderer
Monday	21st TAKEN: Barbarossa continued
Tuesday	22nd TAKEN: Skaltum Demonic Spoon again
Wednesday	23rd TAKEN: LordNuts
Thursday	24th TAKEN: nil
Friday	25th TAKEN: iluogo
Saturday	26th open
Sunday	27th TAKEN: Darkflagrance
Monday	28th TAKEN: Samus random numbers
Tuesday	29th open
Wednesday	30th TAKEN: rosedrake

if you want a turn just ask and either me or DS will put you on teh list of players

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **LordNuts** on **September 23, 2009, 03:20:45 pm**

Sadly enough, I won't be able to upload the fort on time (read: today there are internet issues, as in downtimes). Not that I did much [important] things (except making a megalomaniac tomb). But hey, I'm just a pretenious peasant. So yeah, I failed to complete my turn again. :-\

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **ArkDelgato** on **September 23, 2009, 03:59:08 pm**

Quote from: Demonic Spoon on September 23, 2009, 06:20:13 am
Who?
My named dwarf!

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nil** on **September 23, 2009, 07:38:17 pm**

oh so all the way back to DS's save?

I'm gonna save everyone outside the bunker and set them to plotting their revenge....

edit: man this fort is all fucked up what did you do barb and why did you do it? oh god the "store owned item" spam it's terrible

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 23, 2009, 08:27:58 pm**

Quote from: nil on September 23, 2009, 07:38:17 pm
I'm gonna save everyone outside the bunker

Do it without letting them contact the bunkerites. If you let the two see each other ever again, this fortress is COMPLETELY doomed.

PS: I did it to make SG5 moderately interesting. So far it's been kind of meh.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nil** on **September 23, 2009, 10:09:11 pm**

By killing off every dwarf not on the safe side of an aquifer? There's just not much to do down there, besides mining big pointless rooms. Your millage may vary, but I might be a little bored if it weren't for the two miners and single champion who were hardcore enough to survive living in a fortress with several openings to the outside, magma flooding and mass forbidding of objects. Together, they will father new nation!

On the other hand, there seem to be no underground plant seeds in the bunker, so things could eventually get real interesting there after all. **Question to all:** should the vault dwellers try tunneling back up through the the obsidian shaft, or stick where they they are until the food runs out (which may not be on my turn, they have a decent stockpile)? They don't necessarily have to mix with the other dwarves.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nil** on **September 23, 2009, 10:58:53 pm**

Okay, I was wrong, the bunker is interesting--especially now that a child (must have got in during the rescue mission) just injured Nahkh, Barbossa, LordNuts, two other dwarves, and killed a wardog all during a single tantrum. When it ended, he was ecstatic:

Spoiler (click to show/hide)

Zas Azumeral has been ecstatic lately. He enjoyed throwing something recently. He enjoyed starting a fist fight recently. He accidentally killed somebody in a fit of rage recently. He took joy in slaughter lately. He has lost a friend to tragedy recently. He was forced to endure the decay of a friend. He dined in a legendary dining room recently. He slept without a proper room recently. He talked with a friend lately. He has been satisfied at work lately. He was disgusted by a miasma lately. He admired a fine Table lately.

Meanwhile, on the surface:
Spoiler (click to show/hide)
Gather 'round, littleones. It's time for a tell.

This tell is about the beforetime, in the long-long ago. Back then Spar-ear was a big-time orc killer. They killed them with sharpsticks and throwsticks, and by the gasping-death. Sometimes they don't even kill orc at all; they just raise the gate and sat cozysafe underground.

But some of the dwarfs in the beforetime still weren't happy! They were sick of Spar-ear, sick of aboveground, even sick of orc killing! They wanted to go deepdown, below the fire, even below the water--where the gods live. Those dwarfs wanted to be gods!

So they builted their bunker down in the deepdown, below the fire, below the water. They didn't see the gods, but the gods saw them. And the gods were angry!

The gods were so angry they earthshook. They earthshook until the walls came down, and the orcs got into the cozysafe! Many dwarfs died the bleeding-death. Then, when the orcs left, the gods sent the sickness that makes food no good. Many more dwarfs died the hungry-death. Finally, the gods earthshook one more time, until the fire came and the way through the waters was gone. Some dwarves died the smoking death, some the gasping-death. Some were trapped below the fire and below the water and we never saw them again. Only Mother Rovod and Father Zulban and Old Dakost lived. Now no dwarf goes deepdown, except the dwarves in the bunker--and now they are gods.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 23, 2009, 11:01:05 pm**

Crap. forgot seeds.

Tunnel up and raid the stockpiles for seeds.

PS: If you can reestablish a secondary fort outside the bunker to let the old population live, I will grant you an A+.

The bunker is only to allow the fort to live on with or without the outside people. The outside people should not simply commit suicide.

PRE-EDIT: HOLY CRAP! That's why I said don't let other people in, but I guess it makes for good tales.

EDIT: Was the champion I sent down there helpful at all?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nil** on **September 23, 2009, 11:38:37 pm**

Well, the whole Dungeon Master lair with the fortified outdoor area is already blocked off, they could claim that without population mixing. Don't know about wood, though--one of the dwarves is possessed and needs some.

The champion wouldn't target the tantrumer, but he may have helped prevent some injuries towards the end by standing in the way. Fortunately or unfortunately, there was a crash and I had to go back to before it all happened; this time around that same child just smashed some furniture.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 23, 2009, 11:44:07 pm**

Good. I knew that a proper army would serve me well in this fortress!

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nil** on **September 24, 2009, 12:50:34 am**

Not only did the a child again kill a dog and cause other problems (although this time she's 'only' happy post-tantrum) but soon after, she grew into an adult. This one's gonna have to be a warrior (just like her mama).

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **darkfragrance** on **September 24, 2009, 01:13:12 am**

By the way, mind posting a list of the quickliving and the dead?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nil** on **September 24, 2009, 03:30:52 am**

The only dwarves to survive the cleansing:

Nahkh
Daemonic Spoon (permacrippled dungeon master)
2 (relatively inexperienced) miners
Dakost the ex-sheriff, legendary marksdwarf with good melee skills and 51 kills. Had 26 friends, all of which are now dead.
A few children in the vault, one of which is now an adult
The original vault dwellers, all custom-named by Barb.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 24, 2009, 07:51:16 am**

There were 9 vault dwellers, If I recall correctly.

Barbarossa, Magni, Mooi, and the rest of the Norse Gods that survive Ragnarok.

Title: **Re: SG5 - The Next Generation****[Signup full for now]**
Post by: **nil** on **September 24, 2009, 12:49:24 pm**

Nahkh the Occult Grasp was just possessed.. will try to keep this one alive.

edit: anyone know how artifacts react to fire? I've had something burning all turn judging from the smoke, but k reveals only artifacts--no "!!xxburningxx!!".

edit2: Nahkh completed Megidedan, an oaken armor stand. It's made entirely out of wood.

Title: **Re: SG5 - The Next Generation****[Signup full for now]**
Post by: **nil** on **September 24, 2009, 05:24:03 pm**

save is here (http://dffd.wimbli.com/file.php?id=1438)

Basically, Sparkgear is now divided into two separate fortresses--Barbarossoa, Nahkh (damn shame Nahkh is MIA b/c it's pretty amazing his dwarf is still alive), DS and the other vault dwellers down underground on the one hand, with Old Dakost, Nil II and the other tribals/brothers of steel living in the ruins of the old fortress. I've re punctured the aquifer, but only recently--almost everything is above the water.

Title: **Re: SG5 - The Next Generation****[Signup full for now]**
Post by: **Heron TSG** on **September 24, 2009, 06:50:49 pm**

Quote from: nil on September 24, 2009, 12:49:24 pm

Nahkh the Occult Grasp was just possessed.. will try to keep this one alive.

edit: anyone know how artifacts react to fire? I've had something burning all turn judging from the smoke, but k reveals only artifacts--no "!!xxburningxx!!".

edit2: Nahkh completed Megidedan, an oaken armor stand. It's made entirely out of wood.

Artifacts are indestructible except by chasming.

Title: **Re: SG5 - The Next Generation****[Signup full for now]**
Post by: **nil** on **September 24, 2009, 08:37:26 pm**

MAP HERE (http://mkv25.net/dfma/poi-18507-dininghall)

Quote from: Barbarossa the Seal God on September 24, 2009, 06:50:49 pm

Artifacts are indestructible except by chasming.

Huh, apparently that doesn't keep them from smoking, only from burning up. If anyone ever had a use for something that put out smoke indefinitely, now's your chance.

Title: **Re: SG5 - The Next Generation****[Signup full for now]**
Post by: **ArkDelgato** on **September 24, 2009, 08:44:58 pm**

Quote from: nil on September 24, 2009, 08:37:26 pm

MAP HERE (http://mkv25.net/dfma/poi-18507-dininghall)

Quote from: Barbarossa the Seal God on September 24, 2009, 06:50:49 pm

Artifacts are indestructible except by chasming.

Huh, apparently that doesn't keep them from smoking, only from burning up. If anyone ever had a use for something that put out smoke indefinitely, now's your chance.

1. Build dragon skull
2. Fill nostrils with artifacts
3. Apply liberal amounts of magma
4. ???
5. Hickory smoked profit

Title: **Re: SG5 - The Next Generation****[Signup full for now]**
Post by: **nil** on **September 24, 2009, 08:46:06 pm**

Yeah that's pretty much what I was thinking too. Maybe put some hatches in to turn the smoke on and off for signalling/FPS purposes.

Title: **Re: SG5 - The Next Generation****[Signup full for now]**
Post by: **nahkh** on **September 24, 2009, 10:25:31 pm**

Wbuh?
This fortress is still alive?

sniff
I'm so proud of you. All grown up.

Title: **Re: SG5 - The Next Generation****[Signup full for now]**
Post by: **Heron TSG** on **September 24, 2009, 10:38:12 pm**

Sparkgear 5 is now so badass that we have TWO fortresses.

By the way Nahkh, do you mind if DS and I run the next one? We have the greatest plan ever.

Title: **Re: SG5 - The Next Generation****[Signup full for now]**
Post by: **skaltum** on **September 24, 2009, 11:55:17 pm**

Quote from: Barbarossa the Seal God on September 24, 2009, 10:38:12 pm

Sparkgear 5 is now so badass that we have TWO fortresses.

By the way Nahkh, do you mind if DS and I run the next one? We have the greatest plan ever.

>:(

Title: **Re: SG5 - The Next Generation****[Signup full for now]**
Post by: **nahkh** on **September 25, 2009, 05:49:02 am**

Weeeell, it's becoming increasingly obvious that I don't have the time and energy to be here all that often. I'd be more than happy to give the reins to someone who actually spends time on these forums.
I'll let you guys decide amongst yourselves who those persons will be.

I guess I'll still stick around as a gray eminence behind the scenes, maybe reserve some space on the new thread (notify me when you're gonna create it)

Skaltum: Victory at sea.

Edit:
Oh no you de-ehnt.
You actually managed to flood the fortress?
And I MISSED IT?
FF

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 25, 2009, 07:40:49 am**

Well, you know me.

I hate stagnation almost as much as I hate elves.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nahkh** on **September 25, 2009, 08:35:32 am**

Wait, so you have living dwarves trapped under a million tons of water? And some more living on the surface?

Oh god.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **skaltum** on **September 25, 2009, 09:47:52 am**

Quote from: nahkh on September 25, 2009, 08:35:32 am

Wait, so you have living dwarves trapped under a million tons of water? And some more living on the surface?

Oh god.

yep typical barb behavior :D

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nil** on **September 25, 2009, 11:35:50 am**

Did anyone mention the only reason we have a surface fortress is because I pulled three dwarves, all of which were at least unhappy and had tasted vermin, back from the brink? Or that the only reason the vault isn't currently butchering their last pets for sustenance is that I led a trading party to the surface where they bartered with the surface dwellers for plump helmet spawn?

Anyone other than me that is. Because I totally did that stuff.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Tack** on **September 25, 2009, 10:42:40 pm**

Well, I'm a remarkably free person. So slot me in whenever. actually, sooner is better than later, please.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **skaltum** on **September 26, 2009, 06:20:11 am**

righto then.

the current turn list

Quote from: Demonic Spoon on September 22, 2009, 07:28:20 am

Darkflagrance, added. I place dibs on skaltum's turn.	
Monday	14th open, Tykk withdrewd
Tuesday	15th TAKEN: ajar
Wednesday	16th TAKEN: Skaltum Demonic Spoon!
Thursday	17th TAKEN: LordNuts
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Sunday	20th TAKEN: Barbarossa the Seal Murderer
Monday	21st TAKEN: Barbarossa continued
Tuesday	22nd TAKEN: Skaltum Demonic Spoon again
Wednesday	23rd TAKEN: LordNuts
Thursday	24th TAKEN: nil
Friday	25th TAKEN: iluogo
Saturday	26th TAKEN: tack
Sunday	27th TAKEN: Darkflagrance
Monday	28th TAKEN: Samus random numbers
Tuesday	29th TAKEN: Solarn
Wednesday	30th TAKEN: rosedrake

if you want a turn just ask and either me or DS will put you on teh list of players
[/quote]

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Solarn** on **September 26, 2009, 06:48:54 am**

I see the 29th is still open. I'd like to take that turn. And this time, I'll actually play through it.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Tack** on **September 26, 2009, 06:51:39 am**

Wha.. what?
So... where do I get the save? Is it still 24 hours unconditional rule?

EDIT: Took nil's save - and playing it.
Night time now though, so i'll worry about stuff tomorrow.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **skaltum** on **September 26, 2009, 07:31:12 am**

done, signed annnnnd were now full :)

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **skaltum** on **September 26, 2009, 07:31:58 am**

Quote from: Tack on September 26, 2009, 06:51:39 am

Wha.. what?
So... where do I get the save? Is it still 24 hours unconditional rule?

EDIT: Took nil's save - and playing it.
Night time now though, so i'll worry about stuff tomorrow.

aye you need to upload the save for 22GMT

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **darkfragrance** on **September 26, 2009, 08:40:03 am**

According to my handy dandy GMT converter (straight from Google <3) it will be 22:00 GMT in eight hours and 20 minutes.

I don't know what that means.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **skaltum** on **September 26, 2009, 09:14:21 am**

hmmm. we'll see what happens anyway. but if someone isn't able to play their turn then someone can take it or the last player can continue playing.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Tack** on **September 26, 2009, 08:26:10 pm**

Well this is my first time playing with digdeeper too! Let's see how I go. any warnings for me?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **ArkDelgato** on **September 26, 2009, 08:30:42 pm**

Quote from: Tack on September 26, 2009, 08:26:10 pm

Well this is my first time playing with digdeeper too! Let's see how I go. any warnings for me?

Don't feed it after midnight.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Tack** on **September 26, 2009, 08:33:19 pm**

But i'm allowed to get it wet? sweet.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **darkfragrance** on **September 26, 2009, 11:01:36 pm**

So when does Tack's turn end? The upcoming 22GMT? Or the previous one 6 hours ago? (most likely the former)

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Tack** on **September 26, 2009, 11:07:24 pm**

former. I only got it last night.

Anyway. time to post.

I've decided - with a cunningly stupid plan, to make myself the saviour of the fortress. cause a little cave in in the main hall - stop the flooding. hero.

Ok... I dug underneath the aquifier and caused the rest of the fortress to flood. I'm currently trying to barricade up the bunker so the water doesn't get there.

Ok... It did. the bunker is flooded. All cleared to save scum - give up - and let darkfragrance just take his save from nil?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **darkfragrance** on **September 27, 2009, 12:14:52 am**

So you are giving up?

Is the link to Nil's save on the DF file archive?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **darkfragrance** on **September 27, 2009, 12:35:45 am**

Downloaded it...now, to actually do something constructive or just build a monument to myself?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **darkflagrance** on **September 27, 2009, 01:51:21 am**

Say, you guys weren't playing with temperature off before, were you? Because some random dwarves up and burned to death in the middle of the fortress for no apparent reason.

EDIT: Nevermind. It was a fire imp that came up from the floor of Demonic Spoon's room and burned them to death.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Tack** on **September 27, 2009, 03:12:27 am**

heh... funny

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **darkflagrance** on **September 27, 2009, 03:36:48 am**

This is frustrating: both of my player avatars have been cleansed by fire due to a magma man.

Considering scumming.

EDIT: I've already lost 8 dwarves

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **skaltum** on **September 27, 2009, 06:06:27 am**

thus is the FUN of SG

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **darkflagrance** on **September 27, 2009, 06:42:33 am**

Just for fun, to see what would happen, I turned Temperature off.

FPS DOUBLED

EDIT: Hey, orcs have wargs! That's pretty awesome.

EDIT2: Ambushed by the KOBOLDS???

Someone just killed half an orc siege single-handed. I have dubbed him Orc Slayer. Also, I now understand why we were making copper bolts.

However, they messed up a trade caravan in the process. A dwarven trade caravan.

We are down to 25 dwarves, no children, and DS is still a cripple.

Migrants refuse to replenish our numbers.

I dicked around with the magma trying to cut a passageway down to the flooded fortress. No dice. Hmmm. There might be another way...

EDIT3: hahaha I tried the same tactic Tack did. Down to breaching the aquifer. Maybe I can save it.

EDIT 4: I had to resort to magma. Father Zulban caught fire, so I've locked him into a flooded room on the top flooded level hoping that he'll cool off. I admit, just to see what would happen, I scummed someone pulling him to dry ground, where he promptly started smoking and caught fire, and five dwarves died. It might be best to leave him inside that locked room as long as possible.

There is a note marking his location.

EDIT 5: Otherwise, I've sealed off the breach Barbarossa made into the failed Spark Gate's aquifer and started the drainage process. The rest is up to the next guy. There are two levers next to each other, near the pumps and the floodgates that unleash magma. The one on the left controls the pumps and should be labeled. The other controls the magma floodgates and may not be labeled.

Our mayor the Mad Architect wants chrome items. If you melt down the kobold crap, you might get some chrome. Otherwise, I have no clue how to get it.

Just as the previous overseer finishes writing, he catches fire from a magma golem's fireball and dies horribly, with his beer-soaked beard ablaze and his skin melting off.

Save:
<http://dffd.wimbli.com/file.php?id=1441>

I've done all I care to do; it was horribly disheartening seeing not one, but two of the children I picked as my player avatars killed by fire. It is said that after Ragnarok, the humans hidden by Vidarr repopulated the world anew; the siblings I chose have led the dwarves of SG to do so, but at a high cost: there are 25 dwarves left, one burning, one crippled, and 11 military.

If there is still time left in my turn, however, whoever wants it can have it.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nil** on **September 27, 2009, 11:20:22 am**

nice to see the reclamation effort started, although there's a second breach that still needs to be taken care of. also someone needs to outfit the brothers/sisters of steel, they still have training weapons.

How'd everyone die? Magma or fighting orcs?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **darkflagrance** on **September 27, 2009, 11:46:06 am**

Quote from: nil on September 27, 2009, 11:20:22 am

nice to see the reclamation effort started, although there's a second breach that still needs to be taken care of. also someone needs to outfit the brothers/sisters of steel, they still have training weapons.

How'd everyone die? Magma or fighting orcs?

Let's see:

4 to orcs
5 to magma/fire
1 to thirst
1 to failed mood

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 27, 2009, 02:15:10 pm**

Back :D. Hey, I'm still alive? Awesome.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **kurisukun** on **September 27, 2009, 03:12:02 pm**

Quote from: Demonic Spoon on September 27, 2009, 02:15:10 pm
Back :D. Hey, I'm still alive? Awesome.

You need to perma-cripple your avatars more often. They seem to live longer.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **September 27, 2009, 06:10:36 pm**

So you guys are gonna try and block up all the breaches and pump out the fort?

DO EET!

((bonus points if we can reclaim the old fort before the month is out, and moss starts growing all over it))

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Tack** on **September 27, 2009, 07:00:15 pm**

nice. I can't believe someone managed it.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **darkflagrance** on **September 28, 2009, 11:03:58 am**

Quote from: kurisukun on September 27, 2009, 03:12:02 pm
Quote from: Demonic Spoon on September 27, 2009, 02:15:10 pm
Back :D. Hey, I'm still alive? Awesome.

You need to perma-cripple your avatars more often. They seem to live longer.

Be warned, nothing stops them from dying of thirst. It was a 50% chance of him or Baldr dying on my turn. He happened to fight his way to the bucket faster.

Has the next person taken up the torch of Sparkgear yet?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Demonic Spoon** on **September 28, 2009, 11:16:05 am**

I messaged samus but he has yet to repsond, though his turn is nearly over someone else can take it if they like.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Solarn** on **September 28, 2009, 03:51:45 pm**

I would, but I have to go to sleep. I'll take up my turn tomorrow then.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Solarn** on **September 29, 2009, 07:47:57 am**

Okay, so where's the save?

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Danarca** on **September 29, 2009, 08:47:55 am**

Demonic you'll have to prepare for Sparkgear 6 btw :)

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **darkflagrance** on **September 29, 2009, 09:02:07 am**

If you haven't got the save yet, I think the latest is mine, in a post about a page back.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Solarn** on **September 29, 2009, 10:18:35 am**

Thanks. Beginning my turn now.

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Solarn** on **September 29, 2009, 10:56:00 am**

WHAT IS THIS I DON'T EVEN

Why for Armok's blood-soaked beard is there magma in the overfortress? Why is there no way down to the underfortress? Why is the riverbed dry? Why are there a bunch of werewolves in cages around the entire fortress? Where are all the dwarves? Why are two different caravans stuck inside the fortress? Where has that damnable King sent me again?!

And why has a flock of geese settled right next to the magma line in the overfortress?

Title: **Re: SG5 - The Next Generation****[Signup full for now]**
Post by: **Solarn** on **September 29, 2009, 11:09:53 am**

This place is insane! I don't even know how I managed to get inside, but the entire place is under lockdown! Half the bridges and floodgates are not even properly labeled and there are random labels stuck in the middle of nowhere where there assumably once was something! This is a nightmare! I'm ordering our SOLE MINER to dig a new path to the outside, since I can't find the lever for the second drawbridge.

Title: **Re: SG5 - The Next Generation****[Signup full for now]**
Post by: **Solarn** on **September 29, 2009, 11:30:29 am**

So apparently there is a path outside, it's just unnecessarily long and convoluted. I'm still ordering that passage dug. Also, as the fortress is littered with the remnants of earlier stages of construction, I'm going to be tearing down everything in the overfortress that isn't currently in use and rearranging the entire setup to MAKE SOME DAMN SENSE.

Title: **Re: SG5 - The Next Generation****[Signup full for now]**
Post by: **Demonic Spoon** on **September 29, 2009, 11:35:28 am**

Most of the damn stuff was connected to levers in a lever room that is in the flooded part of the fortress.

Title: **Re: SG5 - The Next Generation****[Signup full for now]**
Post by: **Solarn** on **September 29, 2009, 11:42:16 am**

And I give up. I just got reminded that I need to go somewhere I really don't want to right now. The fortress is a mess, I tried to do something, anything with it, but thanks to the water, magma and stupid layout where the fortress under the tower can only be accessed via the other side of the map, I just spent two hours DIGGING OUT A TUNNEL AND SOME FARM PLOTS. TWO HOURS. And it's already 18:00 PM GMT. This fortress is insane.

Title: **Re: SG5 - The Next Generation****[Signup full for now]**
Post by: **Demonic Spoon** on **September 29, 2009, 11:45:18 am**

The dread fortress is victorious once more I see :(.

Title: **Re: SG5 - The Next Generation****[Signup full for now]**
Post by: **darkfragrance** on **September 29, 2009, 12:09:35 pm**

Somehow I suspect that ridiculous complexity and inefficiency are not a flaws, but rather features of succession fortresses.

Title: **Re: SG5 - The Next Generation****[Signup full for now]**
Post by: **Demonic Spoon** on **September 29, 2009, 12:24:41 pm**

Yeah most fortresses get like that after a while, but if you want to see *TRUE* insanity check out boatmurdered:

<http://mkv25.net/dfma/map-6836-boatmurdered>

Title: **Re: SG5 - The Next Generation****[Signup full for now]**
Post by: **Danarca** on **September 29, 2009, 02:00:43 pm**

Well, this fort truly are *special*...

Title: **Re: SG5 - The Next Generation****[Signup full for now]**
Post by: **Heron TSG** on **September 29, 2009, 10:26:08 pm**

I bask in you mortals' paltry moans.

Seriously, you have everything you need to survive locked into a socially and physically impenetrable bunker.

Title: **Re: SG5 - The Next Generation****[Signup full for now]**
Post by: **Demonic Spoon** on **September 29, 2009, 10:52:00 pm**

New Thread:

<http://www.bay12games.com/forum/index.php?topic=42635.0>

Title: **Re: SG5 - The Next Generation****[Signup full for now]**
Post by: **nil** on **September 30, 2009, 12:56:15 am**

Quote from: Barbarossa the Seal God on September 29, 2009, 10:26:08 pm
Seriously, you have everything you need to survive locked into a socially and physically impenetrable bunker.

Had. Everything's interconnected now, and in a pretty ~~awkward~~ awesome way at that.

As always, I think this fort turned out awesome. It looks like the the site of some great battle between two settlements, one on the surface and the other deep below ground. In between them there is a no-man's-land (no-dwarf's-land?) of waterlogged chambers, ruins of a fortress far greater than either of its survivors. A few of the current residents arrived in time to see the twilight of that city, but almost all of the rest came after its fall. One of the two exceptions is a crossbowdwarf who has literally dozens of dead friends and (last I saw) more than 70 kills. The other is the reputedly insane founder of the fortress, whose face is carved on every third wall. The rest all died, by every method possible.

good job folks handshakes all around

Title: **Re: SG5 - The Next Generation****[Signup full for now]**
Post by: **Demonic Spoon** on **September 30, 2009, 05:40:03 am**

Wha? I died?

Title: **Re: SG5 - The Next Generation****[Signup full for now]**
Post by: **Heron TSG** on **September 30, 2009, 08:03:40 am**

[Quote from: nil on September 30, 2009, 12:56:15 am](#)

As always, I think this fort turned out awesome.

As always, I think I'll claim responsibility. ::)

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **nil** on **September 30, 2009, 11:21:43 am**

[Quote from: Demonic Spoon on September 30, 2009, 05:40:03 am](#)

Wha? I died?

Heh, I didn't count you because your original guy did die, the permacrippled replacement showed up during my second turn, when Dakost and Nahkh were already well into legendary status--although now that you mention it, a paraplegic surviving that apocalypse is pretty noteworthy.

[Quote from: Barbarossa the Seal God on September 30, 2009, 08:03:40 am](#)

[Quote from: nil on September 30, 2009, 12:56:15 am](#)

As always, I think this fort turned out awesome.

As always, I think I'll claim responsibility. ::)

Ha, I had my doubts, but I'll admit it: it was a classic Barbarossa move and an integral part of the awesomeness. (although I'll take credit for everyone not dying of starvation because *somebody* forgot to pack the seeds when moving into their self-sufficient bunker :))

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Sheb** on **October 01, 2009, 05:40:26 am**

God, this is awesome. Barbarossa, why don't you write the story? I mean, everybody's been making a nicely-working fort, and in one turn, you transform in into a wasteland of magma and water with orc flying overhead. It's not fair that you keep all the fun for yourself and don't write it down!

Title: **Re: SG5 - The Next Generation [Signup full for now]**
Post by: **Heron TSG** on **October 01, 2009, 07:57:49 am**

I wrote down a bit of it.

I'll try and come up with something more cohesive later.

Bay 12 Games Forum

Dwarf Fortress => DF Community Games & Stories => Topic started by: Demonic Spoon on September 29, 2009, 10:49:41 pm

Title: **Sparkgear 6: I made the game too hard**
Post by: **Demonic Spoon** on **September 29, 2009, 10:49:41 pm**

So yeah, SG 6, come one come all, take a turn.

Turns list:		
Day:	Player:	Comments:
1	Thursday	Demonic Spoon
2	Friday	nil
3	Saturday	Danarca
4	Sunday	Barbarossa the long name
5	Monday	Metal militia
6	Tuesday	Alienchickenpie
7	Wednesday	Syzgun
8	Thursday	abculatter_2
9	Friday	kurisukun
10	Saturday	Rosedrake
11	Sunday	Solarn
12	Monday	nahkh
13	Tuesday	n.dravid
14	Wednesday	darlflagrance
15	Thursday	realmfighter
16	Friday	Demonic Spoon
17	Saturday	Frogwarrior
18	Sunday	Arkaine
19	Monday	
20	Tuesday	Skaltum
21	Wednesday	Ezk1
22	Thursday	
23	Friday	Barb
24	Saturday	
25	Sunday	sava2004
26	Monday	
27	Tuesday	
28	Wednesday	
29	Thursday	DaPatman
20	Friday	
31	Saturday	

Rules:

1. You have 24 hours in which to play as much as you want.
2. Save must be uploaded by 22 GMT.
3. If you make the fort completely unplayable your turn is skipped.
4. Don't do something that will make the fps come crashing down.
5. Don't charge the fucking orcs with untrained civilians. IT DOES NOT WORK. We know. We tried.
6. Story is preffered but not a must.

Game:

We are useing a slightly modified version of Dig Deeper, mostly we just made some creatures tougher.

DF SGE (40d): http://www.2shared.com/file/8088763/27dff2d7/SG_Dwarf_Fortress.html

Title: **Re: SG 6**
Post by: **Heron TSG** on **September 29, 2009, 11:06:51 pm**

Don't spoil it! 8)

Title: **Re: SG 6**
Post by: **Danarca** on **September 29, 2009, 11:09:48 pm**

Signing up >:D
Gimme the 3rd!

Title: **Re: Sparkgear 6**
Post by: **nil** on **September 30, 2009, 12:22:24 am**

what the hell, I'll take friday (the 2nd)

GROUND FLOOR

edit: I'm planning to borrow from the community games and name some dwarves after forum users, like Sparkgear regulars from games past or anyone who asks to be in. More named dwarves helps to keep interest up in the late game, imo. Makes writing stories easier as well.

Title: **Re: Sparkgear 6**
Post by: **Syzgyn** on **September 30, 2009, 01:24:04 am**

I'll take the 7th

Title: **Re: Sparkgear 6**
Post by: **rosedrake** on **September 30, 2009, 01:29:31 am**

D: i'm recovering from diarrhea, it's 1 PM currently here where i live and you guys skipped my turn---

and sparkgear 6 appeared! i'll take the 10th.

Title: **Re: Sparkgear 6**
Post by: **Keita** on **September 30, 2009, 02:37:18 am**

I'm posting to keep tags on this, after reading the last sparkgear I want to see events as they unfold.

What the hell sign me up on a day that isn't thursday of friday

Title: **Re: Sparkgear 6**
Post by: **AlienChickenPie** on **September 30, 2009, 03:32:17 am**

Can I have Tuesday the 6th?

Title: **Re: Sparkgear 6**
Post by: **Solarn** on **September 30, 2009, 03:53:45 am**

I'll take the 10th. Hopefully the fortress won't be screwed up so much by then that it'll take TWO GODDAMN HOURS TO DIG OUT SOME SOIL BECAUSE OF LAG. Also, I have an awesome megaproject idea that I want to try.

Also also, what happened to nahkh?
EDIT: I see someone has already requested the 10th. Then I want the 11th.

Title: **Re: Sparkgear 6**
Post by: **Keita** on **September 30, 2009, 03:59:58 am**

I'll take monday 5th then

Title: **Re: Sparkgear 6**
Post by: **skaltum** on **September 30, 2009, 04:29:40 am**

give me tuesday my heretic in law

Title: **Re: Sparkgear 6**
Post by: **Demonic Spoon** on **September 30, 2009, 05:38:57 am**

AHem skaltum, this guy requested tuesday before you, also there is no UG river.

[Quote from: AlienChickenPie on September 30, 2009, 03:32:17 am](#)

Can I have Tuesday the 6th?

Title: **Re: Sparkgear 6**
Post by: **kurisukun** on **September 30, 2009, 09:28:27 am**

maaaaaan... Everyone took the spots that I wanted. *sad*

Give me the 9th then. Hopefully I'll be able to accomplish something. I'd like a sunday later in the game too, but I figure I'll wait till after my turn on the 9th.

Title: **Re: Sparkgear 6**
Post by: **nahkh** on **September 30, 2009, 02:46:51 pm**

I'll take the 12th.

Also, you might want to start appending version numbers to those SG versions of DF, 'specially if you're modding them.

Title: **Re: Sparkgear 6**
Post by: **rickvoid** on **September 30, 2009, 04:00:28 pm**

Having read the previous 5 SparkGears over the last couple weeks, I would love to get in on this.

Unfortunately, the computer I'd end up playing this on would choke on the average sparkgear fort.

Therefore, since I saw Nil mention Dorfing forum members, I would like to request a Bone Carver named Rick Void. He spends most of his time in the crypts (where his bone-carving workshop is), and he absolutely hates everyone else in the fort. If you could throw his quarters down there too, so much the better. He may or may not be trying to become undead by stealing the souls of dead dwarves. *Innocent whistling...*

Looking forward to reading. I read SG 1&2 to my wife last night, and it cracked her up. Which is awesome, because she HATES hearing about this game. ;D

Title: **Re: Sparkgear 6**
Post by: **abculatter_2** on **September 30, 2009, 04:16:22 pm**

When I saw this thread, I thought (and I quote) "Jesus god, they're on six?!"

Also, I call earliest turn.

[Quote from: nil on September 30, 2009, 12:22:24 am](#)

edit: I'm planning to borrow from the community games and name some dwarves after forum users, like Sparkgear regulars from games past or anyone who asks to be in. More named dwarves helps to keep interest up in the late game, imo. Makes writing stories easier as well.

VOTE HOPE, VOTE FREEDOM, VOTE BRAK OBAMA

Title: **Re: Sparkgear 6**
Post by: **n.dravid** on **September 30, 2009, 04:49:15 pm**

Can I have thursday the eighth?

Title: **Re: Sparkgear 6**
Post by: **abculatter_2** on **September 30, 2009, 05:16:21 pm**

Quote from: n.dravid on September 30, 2009, 04:49:15 pm
Can I have thursday the eighth?

From what I can tell, I already called that.

Unless someone earlier then that drops their turn.

Title: **Re: Sparkgear 6**
Post by: **Heron TSG** on **September 30, 2009, 08:01:43 pm**

Quote from: rickvoid on September 30, 2009, 04:00:28 pm
Looking forward to reading. I read SG 1&2 to my wife last night, and it cracked her up. Which is awesome, because she HATES hearing about this game. ;D

Awesome. Just wait until you get to the NEXT ones.

I'll start on finding us a site and uploading it to the DFMA.

Title: **Re: Sparkgear 6**
Post by: **n.dravid** on **September 30, 2009, 09:01:20 pm**

Quote from: abculatter_2 on September 30, 2009, 05:16:21 pm
Quote from: n.dravid on September 30, 2009, 04:49:15 pm
Can I have thursday the eighth?

From what I can tell, I already called that.

Unless someone earlier then that drops their turn.

Well then I'll take tuesday the 13. Thanks for the heads up.

Title: **Re: Sparkgear 6**
Post by: **Heron TSG** on **September 30, 2009, 09:33:31 pm**

Potential Site found. setting up the embark and naming all current dwarves after random people from the list. Demonic Spoon will have to wait for a noble.

Title: **Re: Sparkgear 6**
Post by: **Heron TSG** on **September 30, 2009, 10:10:10 pm**

DFMA map (<http://mkv25.net/dfma/map-7084-sparkgear6-thedoomoffriends>)

Here ya go. Notice how we have Tundra, Stream, Magma, Slimes, Magma Golems, and SKELETAL FIRE IMPS.

The fortress is beginning to be dug, and all but the two miners have been set to military status until the fort has been dug.

SAVE. (<http://dff.d.wimbli.com/file.php?id=1453>)

Title: **Re: Sparkgear 6**
Post by: **kurisukun** on **September 30, 2009, 10:51:51 pm**

Looks small. May have to drain the magma pipe for space for my mega project.

Title: **Re: Sparkgear 6**
Post by: **Danarca** on **September 30, 2009, 11:14:08 pm**

Yeah that's a 1x2 embark location? :s

Title: **Re: Sparkgear 6**
Post by: **Heron TSG** on **September 30, 2009, 11:38:40 pm**

Aye. It's so the zombies and skellingtons arrive constantly instead of being spread throughout the map.

PS: On my turns, expect a massive "C-C-C-COMBO BREAKER!" to any of your plans. It is my solemn duty to make sure this fortress does not stagnate.

Title: **Re: Sparkgear 6**
Post by: **Demonic Spoon** on **October 01, 2009, 12:45:57 am**

Added. Started playing

Title: **Re: Sparkgear 6**
Post by: **Demonic Spoon** on **October 01, 2009, 11:01:21 am**

Hehe, my first orc siege arrived next to the magma pipe and got promptly incinerated by the magma dwellers :D .

Title: **Re: Sparkgear 6**
Post by: **skaltum** on **October 01, 2009, 11:19:45 am**

Quote from: Demonic Spoon on October 01, 2009, 11:01:21 am
Hehe, my first orc siege arrived next to the magma pipe and got promptly incinerated by the magma dwellers :D .

yay magma critters :3

boooooo! cave water critters

Title: **Re: Sparkgear 6**
Post by: **Demonic Spoon** on **October 01, 2009, 11:26:59 am**

Ahem skaltum, alionchickenpie requested tuesday before you, want another day?

Also, there is no UG river.

Title: **Re: Sparkgear 6**
Post by: **darkflagrance** on **October 01, 2009, 12:15:47 pm**

The last time I played, all the anacondas had already been slain. Had to settle for orcs dismembering my weaponsmiths.

I'll take the 14th, and hope the zombies are more resilient.

Title: **Re: Sparkgear 6**
Post by: **Demonic Spoon** on **October 01, 2009, 12:23:46 pm**

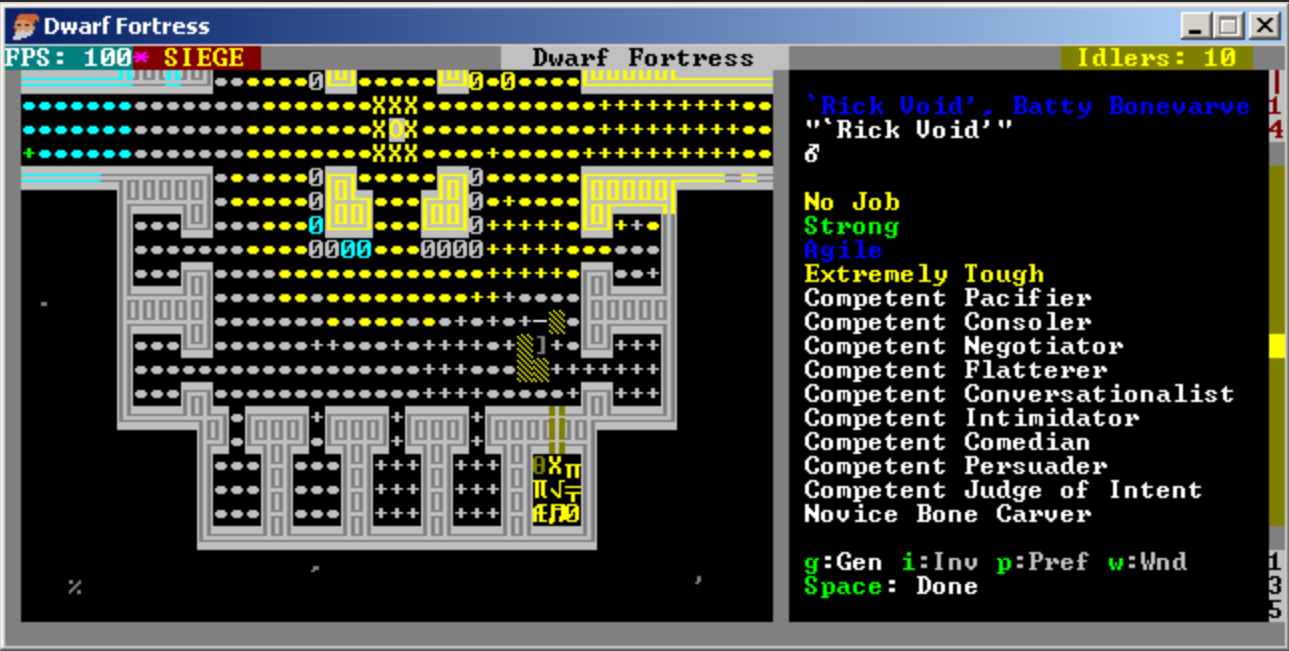
Added, also:

Quote from: rickvoid on September 30, 2009, 04:00:28 pm

Having read the previous 5 SparkGears over the last couple weeks, I would love to get in on this.

Unfortunately, the computer I'd end up playing this on would choke on the average sparkgear fort.

Therefore, since I saw Nil mention Dorfing forum members, I would like to request a Bone Carver named Rick Void. He spends most of his time in the crypts (where his bone-carving workshop is), and he absolutely hates everyone else in the fort. If you could throw his quarters down there too, so much the better. He may or may not be trying to become undead by stealing the souls of dead dwarves. *Innocent whistling...*



Edit: Whoops, misspelled bonecarver.

Title: **Re: Sparkgear 6**
Post by: **Realmfighter** on **October 01, 2009, 12:30:35 pm**

i'm in.

Title: **Re: Sparkgear 6**
Post by: **Demonic Spoon** on **October 01, 2009, 12:31:05 pm**

So 15th right?

Title: **Re: Sparkgear 6**
Post by: **Demonic Spoon** on **October 01, 2009, 01:13:29 pm**

Well another siege has taken care of all the magma pipe residents execpt the magma man D: . The previous siege was destroyed mostly by the forest fire but second time around there was no grass to burn!

Title: **Re: Sparkgear 6**
Post by: **AlienChickenPie** on **October 01, 2009, 02:28:00 pm**

I'm no expert, but it sounds like you didn't pour enough magma on the orcs.

Title: **Re: Sparkgear 6**
Post by: **Demonic Spoon** on **October 01, 2009, 02:44:17 pm**

Well That was a bit difficult to arrange what with those damn magma cirttiers insisting on lobbing a few fireballs at me whenever I get close to the magma pipe. ::)

Title: **Re: Sparkgear 6**
Post by: **Demonic Spoon** on **October 01, 2009, 07:10:14 pm**

Save: <http://www.2shared.com/file/8169809/56dcf1d3/SG6.html>

Sorry for being two hours late, it was either be late or have everyone die to the orcs. Over to you nil.

Ugh, just 4 hours till dawn left. If someone will upload a map that would be great, if not I'll upload one tomorrow.

Title: **Re: Sparkgear 6**
Post by: **Heron TSG** on **October 01, 2009, 07:30:26 pm**

Yeah, I searched for hours for a pipe next to either a cave water source or a bottomless area, but none were forthcoming. Instead, we have a swamp/tundra hellhole.

Title: **Re: Sparkgear 6**
Post by: **nil** on **October 01, 2009, 10:14:13 pm**

Downloaded and started... first impression is that it's awfully cramped; more than half the map is already dug out.

Guess I'll build up.

Title: **Re: Sparkgear 6**
Post by: **Demonic Spoon** on **October 02, 2009, 01:29:36 am**

Map: <http://mkv25.net/dfma/poi-18642-surface>

Notes:

I call dibs on dungeon master.

Please don't mess too much with my projects.

You'll see a small 1x1 zone in the workshops level that I forgot to change to a garbage dump, if someone would just do that?

If you get ice:

Floor over the holes in the crypts with it.

Floor over the magma pipe.

Complete the wall on the farms level.

We had a legendary miner and just about nearly legendary mechanic but I accidentally got them encased in ice, two dabbling ones are in training.

We have two legendary stonecrafters, one legendary mason, a legendary engraver and probably a few more I missed.

Good Luck!

Title: **Re: Sparkgear 6**
Post by: **Frogwarrior** on **October 02, 2009, 01:35:08 am**

What the hell. Sign me up for this abomination on the 17th.

Maybe I'll put my newfound Dwarven Science to good use...

Title: **Re: Sparkgear 6**
Post by: **Demonic Spoon** on **October 02, 2009, 01:36:55 am**

Added

Title: **Re: Sparkgear 6**
Post by: **nil** on **October 02, 2009, 02:05:31 am**

Just a few enhancements huh guys? :)



So... it might be a little bugged. Or, it might be that winter does usually but not always fatal damage to Spirits of Fire, and also that somehow two two that survived but with all-red bodies and "elite wrestler" status. They're currently stuck in mid-air; I could kill them now that I have some crossbows but I suspect them being there is preventing further assaults by that civ which is just peachy to me. There are some piles of equipment on the edges of that part of the map where their buddies probably died of the cold, and the survivors have high stats--they were probably tough enough to survive the cold. What I can't figure out is why they're wrestlers and how they got to their current locations away from the edges--they can't move now, that seems certain.

They're not preventing other attacks; so far I've had a kobold ambush and a human siege.

Title: **Re: Sparkgear 6**
Post by: **Demonic Spoon** on **October 02, 2009, 02:08:15 am**

Mm, I've heard that flying units were bugged... try removing that tag?

EDIT: Kay, I have uploaded a new file with the flier tag removed, hopefully this will prevent any such problems in the future.

http://www.2shared.com/file/8174276/4bbf0e3e/SG_Dwarf_Fortress.html

And nil, check out my notes a few posts up.

Title: **Re: Sparkgear 6**
Post by: **nil** on **October 02, 2009, 04:36:28 am**

Well, they're working now. Lost the whole fort in about a minute--10 SoFs who are also, inexplicably, all elite wrestlers (except for the elite swordwarf) with the accompanying stats > 3 year old, 50 dwarf fort with 7 barely trained bone-equipped marksdwarves. Saved right before it though.

In the morning I'll probably go into the raws and turn 'em down a little.

Title: **Re: Sparkgear 6**
Post by: **Demonic Spoon** on **October 02, 2009, 04:48:06 am**

What? But that's cheating ! D:

Title: **Re: Sparkgear 6**
Post by: **kurisukun** on **October 02, 2009, 06:40:02 am**

DS....

you are a horrible horrible person.

Is this fort now the fortress of Ice vs. Fire?

Title: **Re: Sparkgear 6**
Post by: **rosedrake** on **October 02, 2009, 06:40:45 am**

... D: what the fuck, spirits of fire?

and i thought, getting sieged by orcs on my first winter (it was a test play) and then the next summer was silly enough!

also, our civ has bauxite.

Title: **Re: Sparkgear 6**
Post by: **darkflagrance** on **October 02, 2009, 06:54:27 am**

Should have told us that the fortress was truly in a post-apocalyptic setting so we could have the appropriate atmosphere.

Sparkgear 6: At the World's Ending!

Title: **Re: Sparkgear 6**
Post by: **Demonic Spoon** on **October 02, 2009, 06:57:54 am**

Barbarossa convinced me it would be funnier if it was a surprise :D

...Surprise!

Though to be fair just be glad I didn't decide to contruct my ice walls via bucket brigade.

Title: **Re: Sparkgear 6**
Post by: **Arkaine** on **October 02, 2009, 07:13:49 am**

I'll take Sunday the 18th if it's still open

Title: **Re: Sparkgear 6**
Post by: **Demonic Spoon** on **October 02, 2009, 07:23:44 am**

It is, added.

Title: **Re: Sparkgear 6**
Post by: **Heron TSG** on **October 02, 2009, 07:34:36 am**

Guys, I would recommend finding a way to unfreeze the stream. that is all.

Title: **Re: Sparkgear 6**
Post by: **Demonic Spoon** on **October 02, 2009, 07:58:57 am**

Ahem:

<http://mkv25.net/dfma/poi-18625>

Title: **Re: Sparkgear 6**
Post by: **skaltum** on **October 02, 2009, 08:01:05 am**

sneaky one barb an DS you sly alleycats. dint expect an SOF total annihilation. might just borrow the original save for some fun

Title: **Re: Sparkgear 6**
Post by: **Demonic Spoon** on **October 02, 2009, 08:09:22 am**

THanks, also skaltum, that turn you requested was already claimed, you want another turn.

Title: **Re: Sparkgear 6**
Post by: **skaltum** on **October 02, 2009, 08:12:10 am**

Quote from: Demonic Spoon on October 02, 2009, 08:09:22 am
THanks, also skaltum, that turn you requested was already claimed, you want another turn.

the one i saw on the front page will do. at least the embarks a 2X1 or whatever so i'm pleased. and i'll fix the fort and make an army of

marksman and axemen in no time. also i might make a few animals brutal. by adding [NO_FEAR] and [EVIL] and [LARGE_PREDATOR] and remove [BENIGN] and add maybe size 20. yup killer rabbits are gonna happen again ^_^

Title: **Re: Sparkgear 6**
Post by: **Demonic Spoon** on **October 02, 2009, 08:18:49 am**

We do have rabbits funnily enough. BUt the constant sieges are challenge enough if you ask me. YOu must be able to go out some of the time.

Title: **Re: Sparkgear 6**
Post by: **Solarn** on **October 02, 2009, 09:08:58 am**

Spoon, I want to ask you just one thing.

Why the hell are you taking advice from the guy who sees it as his life mission to royally screw up every fort he ever takes over?

Spirits of Fire sieging? Really? How is that even remotely fair? Aren't we trying to keep the fort alive for a month? Sure, SparkGear might be about horrible ruination and Gormenghastian fortress complexes, but it isn't about losing the fortress every damn year because of unbeatable siegers.

Title: **Re: Sparkgear 6**
Post by: **skaltum** on **October 02, 2009, 09:10:49 am**

Quote from: Solarn on October 02, 2009, 09:08:58 am

Spoon, I want to ask you just one thing.

Why the hell are you taking advice from the guy who sees it as his life mission to royally screw up every fort he ever takes over?
Spirits of Fire sieging? Really? How is that even remotely fair? Aren't we trying to keep the fort alive for a month? Sure, SparkGear might be about horrible ruination and Gormenghastian fortress complexes, but it isn't about losing the fortress every damn year because of unbeatable siegers.

but but SOF are FUN ;D but yeah barb has his ways but this time there hasn't been any damage which is wierd for barb

Title: **Re: Sparkgear 6**
Post by: **kurisukun** on **October 02, 2009, 09:34:34 am**

hrmmm... SOF?

Do we have sand?

If so, I can probably set us up an anti-everything defensive system.

Probably.

Title: **Re: Sparkgear 6**
Post by: **skaltum** on **October 02, 2009, 09:35:30 am**

or make teh super mega nukey thingie sky cieling drop pods of magma ^_^

Title: **Re: Sparkgear 6**
Post by: **Demonic Spoon** on **October 02, 2009, 09:37:06 am**

Sadly no sand D: . We have plenty of magma safe rocks though so go crazy with those magma defences. And solarn, it's not about being fair, it's about being *fun* . :P

If you want to pussy out I guess I could mod SOF into harmless groundhogs...that breathe fire.

Title: **Re: Sparkgear 6**
Post by: **skaltum** on **October 02, 2009, 09:38:43 am**

or in this case. FUN and MAGMA and DWARFS!!!!!!

Title: **Re: Sparkgear 6**
Post by: **Demonic Spoon** on **October 02, 2009, 09:43:09 am**

Wait a sec, gormenghastian? You read those books as well solarn?

Title: **Re: Sparkgear 6**
Post by: **Solarn** on **October 02, 2009, 10:39:36 am**

Quote from: Demonic Spoon on October 02, 2009, 09:43:09 am

Wait a sec, gormenghastian? You read those books as well solarn?

Once, a long time ago, at a friend's place (yes, I'm the kind of person who goes to visit a friend and then reads books for the entire time). I've been looking for them since, but Hungarian bookstores apparently don't carry them, since they've never been translated to Hungarian.

Title: **Re: Sparkgear 6**
Post by: **Ezk1** on **October 02, 2009, 11:37:17 am**

Meh wanna join^^ Put me 21th

Title: **Re: Sparkgear 6**
Post by: **nil** on **October 02, 2009, 01:45:46 pm**

DS--I suggest heavy, heavy nerfing of the SoF in the main save file. I tried to fight those fuckers, and do it as fairly as possible.... but after several cycles of "boost dwarves/nerf SoF die almost instantly anyway/try again" cumulating in speed one dwarves (supposedly fire immune but they burned anyway so I don't think it took) fighting against size one, non-flying high-neg-damnblood SoF without fireballs and with all of the [NO_*] tags taken off and *still* dying miserably, I just modded the speeds until the dwarves were fast enough to patch the walls in time.

I don't usually (read: ever) mod the awes mid-game like that, but, srly, SoF civ with a progress trigger of one? There's not much else a person can do, other than playing a rousing game of Turtle Fortress.

Title: **Re: Sparkgear 6**
Post by: **Demonic Spoon** on **October 02, 2009, 01:55:00 pm**

Oh very well. I'll try, but I'm not sure which changes will take effect without regenning though.

Title: **Re: Sparkgear 6**
Post by: **nil** on **October 02, 2009, 02:01:13 pm**

Anything in the creature raw, nothing in the entity raw. It may not be possible to mod their temperature info, but I think that only didn't work for me because they were already on the map.

My recommendations: Take away flier, building destroyer, and maybe firebreath (but leave their innate temp), then make them as slow as possible.

Title: **Re: Sparkgear 6**
Post by: **darkflagrance** on **October 02, 2009, 02:10:14 pm**

Well, progress triggers in the entity raw can definitely be added after world gen to allow the civ to behave normally, so entity is not set in stone.

Not an expert enough modder to know what can be changed though.

Also, magma glass is like the heart and soul of DF...infinite resources and transparent towers that reach to the sky...or transparent spikes that impale nobles...

Title: **Re: Sparkgear 6**
Post by: **nil** on **October 02, 2009, 02:14:15 pm**

Quote from: darkflagrance on October 02, 2009, 02:10:14 pm

Well, progress triggers in the entity raw can definitely be added after world gen to allow the civ to behave normally, so entity is not set in stone.

Nice, I did not know that. In that case, my recommendation is to leave the creature raw as is and bump the progress trigger up to 4 or 5. Let future generations prepare for the onslaught.

Title: **Re: Sparkgear 6**
Post by: **Demonic Spoon** on **October 02, 2009, 02:28:25 pm**

Well let's just try the nerfed SOF's first while I upload a normal one with nerfed progress triggers:

http://www.2shared.com/file/8184200/6fcdaa1d/SG_Dwarf_Fortress.html

Title: **Re: Sparkgear 6**
Post by: **nil** on **October 02, 2009, 03:00:06 pm**

Quote from: Demonic Spoon on October 02, 2009, 02:28:25 pm

Well let's just try the nerfed SOF's first while I upload a normal one with nerfed progress triggers:

http://www.2shared.com/file/8184200/6fcdaa1d/SG_Dwarf_Fortress.html

just out of curiosity why don't you use DFFD?

Title: **Re: Sparkgear 6**
Post by: **Demonic Spoon** on **October 02, 2009, 03:09:11 pm**

IT won't let me login anymore for some reason, also you can just change the progress triggers yourself until I upload a new file, going to sleep now.

Title: **Re: Sparkgear 6**
Post by: **nil** on **October 02, 2009, 03:24:42 pm**

I'm done anyway.

SAVE (<http://dffd.wimbli.com/file.php?id=1455>) MAP (<http://mkv25.net/dfma/map-7099-sparkgear6-thedoomoffriends>)

Fenced in an area outdoors, made a magma/drowning trap, started training a small military (marksdwaves), continued the metal industry, survived a human siege (they don't talk anymore so show no mercy) and several kobold ambushes. Completed DS's well and river-heater, although the latter didn't work as well as was hoped.

Watch your drinks--there's a barrel shortage so the booze can go dry fast.

Title: **Re: Sparkgear 6**
Post by: **AlienChickenPie** on **October 02, 2009, 04:14:57 pm**

Sieging Spirits of Fire, BOO HOO. Those of you begging for cheating mercy ought to have your beards waxed. Lead them into a corridor framed by dry moats and bridges, lose the bridges, collapse the ceiling on top of the trapped bastards. If they are somehow resistant to having crap dropped on them, you may still be able to contain them, shoot them with siege weapons or use them as target practice (provided they don't breathe fire across z-levels) instead of the inferior and elflike archery targets.

Title: **Re: Sparkgear 6**
Post by: **nil** on **October 02, 2009, 04:50:00 pm**

Quote from: AlienChickenPie on October 02, 2009, 04:14:57 pm

Sieging Spirits of Fire, BOO HOO. Those of you begging for cheating mercy ought to have your beards waxed. Lead them into a corridor framed by dry moats and bridges, lose the bridges, collapse the ceiling on top of the trapped bastards. If they are somehow resistant to having crap dropped on them, you may still be able to contain them, shoot them with siege weapons or use them as target practice (provided they don't breathe fire across z-levels) instead of the inferior and elflike archery targets.

Pfah, I was saving fortresses when you were still using training axes. The problem with a cave-in defense is that they fly, making it sort of difficult to get a lock on them. I think the best bet is a single-tile maze with ballistas shooting down the corridors.

One nice thing--their ambush parties give themselves away by starting fires, so you always have a little warning.

Title: **Re: Sparkgear 6**
Post by: **Danarca** on **October 02, 2009, 05:05:13 pm**

Alright, downloaded game and is up and running!

Title: **Re: Sparkgear 6**
Post by: **kurisukun** on **October 02, 2009, 06:48:01 pm**

Quote from: nil on October 02, 2009, 04:50:00 pm

Quote from: AlienChickenPie on October 02, 2009, 04:14:57 pm

Sieging Spirits of Fire, BOO HOO. Those of you begging for cheating mercy ought to have your beards waxed.
Lead them into a corridor framed by dry moats and bridges, lose the bridges, collapse the ceiling on top of the trapped bastards. If they are somehow resistant to having crap dropped on them, you may still be able to contain them, shoot them with siege weapons or use them as target practice (provided they don't breathe fire across z-levels) instead of the inferior and elflike archery targets.

Pfah, I was saving fortresses when you were still using training axes. The problem with a cave-in defense is that they fly, making it sort of difficult to get a lock on them. I think the best bet is a single-tile maze with ballistas shooting down the corridors.

One nice thing--their ambush parties give themselves away by starting fires, so you always have a little warning.

SOF's move too fast for ballista's to be effective, even with high quality balista/trained dwarves.

The best bet are spike traps.

Title: **Re: Sparkgear 6**
Post by: **AlienChickenPie** on **October 02, 2009, 07:32:39 pm**

I don't see how the flying is relevant, you lead them through a bottleneck with a rigged ceiling above it, there's nowhere for them to run, except for the safe tiles on the ceiling's perimeter, which they have no reason to prefer. To make sure all of the tiles the spirits pass through are under the rigged ceiling, you put in a few drawbridges and raise them so that they block the perimeter of the ceiling without supporting it. The demons come in, you block them in by raising drawbridges protected by dry moats, and then you drop the ceiling. If they are not cave-in proof they should die.
That said, trapping the spirits in a small corridor and then riddling them with ballista bolts (complete with a channel to catch the bolts) should do the job faster and easier. In order to negate the SoFs' fast movement speed, confine them to a corridor aligned with the ballista's line of fire. That way, they won't be able to dogde the bolts.

On an unrelated note, I have an idea for a magma trap, but it depends on the game's pathing and AI. Suppose a magma-vulnerable creature is traversing an area on the way to a destination, and magma starts rising, blocking its path to the destination and confining it to an ever-smaller area. The flow is designed to stop and leave only a small peak untouched by mama. Will the creature be smart enough to flee the magma and reach the high ground, or will it cook to death?

Title: **Re: Sparkgear 6**
Post by: **kurisukun** on **October 02, 2009, 07:56:25 pm**

If it can path back out, it will flee.

If it cannot, it won't start running till it's feet are on fire.

And by that point... well... it might as well die.

I'd like to poitn out that SOF's are immune to all forms of magma/drowning traps.

Title: **Re: Sparkgear 6**
Post by: **Danarca** on **October 02, 2009, 10:51:38 pm**

Damnit...
The spirits of fire killed me off, and the reclaim cant kill them since they're marked as friendlies, and then they burn up when they get too close.
I'll have to start from the savegame provided since I didn't backup...

6 hours of work gone to waste :(
It's early in the morning now, Im not sure I'll be able to do much tomorrow, I'll let you know though when I wake up..

Title: **Re: Sparkgear 6**
Post by: **rosedrake** on **October 02, 2009, 11:16:02 pm**

... D: SoFs... in turn 3. when my turn comes, it's--

oh yeah, sparkgear. i'm supposed to be prepared for this by signing up here. okay. nevermind.

i wonder when my turn'll come. ugh. so much waiting. on the while, my testplay's going well. wonder if the SoFs will show up...

Title: **Re: Sparkgear 6**
Post by: **Demonic Spoon** on **October 03, 2009, 01:09:26 am**

Danarca, change their progressss triggers in the entity default to 5, see if that helps, or dl the nerfed version a few posts up.

Title: **Re: Sparkgear 6**
Post by: **Danarca** on **October 03, 2009, 11:04:50 am**

303 24th Obsidian
I felt something entering me yesterday.. Like a force...
It happened in the middle of the dining room while everyone was in it, some strange light entered my body, and I lost consciousness..

Some of the older dwarves says they've seen it when dwarves gets possessed, but I'm still in control of myself...
Don't know how, but...
I *must* create it...
It will be glorious...
My name's Danarca, and it will be done.

25th Obsidian

Oh great, apparently only one of our 7 farms were activated.

14th Slate

I've made a central tower in the courtyard, designed to be somewhat easy to expand upwards.
Project Baby is coming along fine, her roof is starting to come along.

21st Slate

The mad mechanic withdrew from society today.
Luckily for him Project Baby isn't in her phase requiring mechanics yet.
He grabbed 3 pieces of alunite and churned out, surprisingly, an alunite mechanism he called Clappeddespairs.
I get the feeling he wants it in a bridge.

304 6th Felsite

I've begun to finish the obsidian factory one of my predecessors started, Baby needs obsidian.

Title: **Re: Sparkgear 6**
Post by: **sava2004** on **October 03, 2009, 12:17:23 pm**

Could i take spot number 24?

Title: **Re: Sparkgear 6**
Post by: **Danarca** on **October 03, 2009, 01:43:29 pm**

What the hell!!!
An orc siege arrived, and about 80% of them had that weird speed bug that usually only hits wagons!
EDIT:
By the way, who the **hell** made giant cave spider silk crafts with novice crafts dwarves?
ANOTHER EDIT:
Yeah alright, orcs got [SPEED:0].
Im sorry, but that's not even Fun™, that's just silly.

Title: **Re: Sparkgear 6**
Post by: **Danarca** on **October 03, 2009, 03:10:23 pm**

9th Galena

Olon the animal trainer withdrew from society today.
He claimed a crafts dwarf's workshop
More importantly, Babys roof are about 25% done.

22nd Galene

He damands wood.
No threats have been observed in a while, it maybe a trap, but I've let the outer bridge down so we can cut wood and gather some of the debris from earlier clashes.

7th Limestone

Olon began the construction today.
Also, I have decided to build a bridge to the other side of the river, controlled by the same lever as the one controlling the outside bridge.
There's just too much wood over there, half our population are sleeping on the floors!

16th Limestone

The dwarves arrived to trade today.
We bought it all for mugs and the leftovers of dead orcs.

18th Timber

By Armok it's cold!
Even the heated river is frozen!
The merchants went home today, that's going to be one chilly ride..

19th Timer

CURSES!!
I've run out of obsidian!
Work on the obsidian factory is being intensified.

25th Timer

Wow, alot of women gave birth today.
4 new dwarves in the fortress.
Solon was elected to be the first mayor of Sparkgear.

9th Moonstone

Solon told us a joke today. He said he mandated the construction of 3 dragon scale items.
We laughed.
He didn't.

13th Moonstone

Orcs arrived today.
Everyone is inside and safe.

9th Opal

Nil withdrew from society today.
The orcs are still outside, our marksdwarves have decimated about 40% of them.
He claimed a crafts dwarf's workshop and a **lot** of junk and created a wicked harmonica worth 10% of the entire fortress.

305 2nd Granite

The obsidian factory should in theory work now.
Time for it's first run, more obsidian for Baby!

20th Slate

To my horror, it appears obsidian *isn't* magma-proof, just alunite.
This renders all my work on Baby useless, and one of the floodgates controlling the obsidian factory have melted.
It's over...
Poor Baby....

I hope my successor will do better...
I let her down... Baby...
I just wanted to flood the world...

Damn it, I saw alunite was magma-proof so I assumed obsidian was aswell..
I give up, I'm not in the mood to upload the map, sorry =/
SAVE (http://dffd.wimbli.com/file.php?id=1463)
I recommend downloading the nerfed version and changing the orcs speed.
Also remove the bridges near the edges on my flood-everything-with-magma trap, slimes and enemies can come in from there.

Good luck.

Title: **Re: Sparkgear 6**
Post by: **Heron TSG** on **October 04, 2009, 12:24:52 am**

Quote from: skaltum on October 02, 2009, 09:10:49 am
barb has his ways but this time there hasn't been any damage which is wierd for barb

Because I haven't started yet.

NOW I'm starting. ;D

Title: **Re: Sparkgear 6**
Post by: **skaltum** on **October 04, 2009, 06:44:50 am**

Quote from: Barbarossa the Seal God on October 04, 2009, 12:24:52 am
Quote from: skaltum on October 02, 2009, 09:10:49 am
barb has his ways but this time there hasn't been any damage which is wierd for barb

Because I haven't started yet.

NOW I'm starting. ;D

oh gawd NOOOOOOOO!

Title: **Re: Sparkgear 6**
Post by: **Heron TSG** on **October 04, 2009, 12:58:42 pm**

Ye mortals may keep your worrying for another time. I'm rather short on time this day, so I will request the 23rd in order to give myself a later date in which to enact my plans. At this moment, I am simply creating the Royal Palace, in which the defenders of the fort may defend.

Working.

Title: **Re: Sparkgear 6**
Post by: **Demonic Spoon** on **October 04, 2009, 11:19:41 pm**

You do know your turn is over right?

Title: **Re: Sparkgear 6**
Post by: **Heron TSG** on **October 04, 2009, 11:50:20 pm**

Yeah, it turns out my save got messed up.

I was gonna totally surprise you with my [MISCHIEVOUS] creatures and a field of lever-controlled spikes over everything.

oh well. Onward! Make sure to survive until my next turn!

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **AlienChickenPie** on **October 05, 2009, 11:06:46 am**

No word from Metal Militia yet, and Barbarossa has no playable save. There are about six hours remaining in the turn and this thread is dangerously dull. I suggest that we do the following:
The remainder of MM's turn is up for grabs as a conditional mini-turn. As far as I'm concerned, just post here to make me know and start from Danarca's Oct 3 save, the last one posted. If MM fails to show up by 2200 GMT, or shows up and gives permission, I'm going to consider the turn canon and play from the save provided. Ask for extensions if you need them.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **kurisukun** on **October 05, 2009, 11:43:45 am**

I approve of the plan, although I wish I could take a mini-turn. Damn you school!! Damn you to hell!!!

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **Demonic Spoon** on **October 05, 2009, 12:06:58 pm**

Yeah, sorry about being so inactive and stuff, mini turn sure.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **AlienChickenPie** on **October 05, 2009, 12:09:12 pm**

Do you take it, or do you just approve of the idea?

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **Demonic Spoon** on **October 05, 2009, 01:21:05 pm**

Approve

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **AlienChickenPie** on **October 05, 2009, 05:50:41 pm**

Alright, I'm in.

21st-22nd Slate, 305
Lokum 'ACP' Avuzkubuk was laboring on yet another of his famous mechanisms when Danarca entered his workshop. "My time is up,

you're next." he said quickly, overwhelmed with relief.
At the sound of the final word, Lokum grew pale. He let the pincers tumble out of his hand, dropping an impossibly thin stone gear into a congregation of its siblings. "I thought Barbarossa was next?" Lokum pushed the mechanism aside and pulled out a scrap of giant cave spider silk. The faded remains of a Goblin word adorned the edge of the scrap, where it ended in an elastic strip. More recent writing indicated that Lokum was to follow Barbarossa, as he had suspected. "He is next! Leave me alone!"
"Barbarossa excused himself, I'm sorry." Danarca failed to show sympathy, he was simply happy to be done with ruling Sparkgear. He wasn't cut out for that job, not that it made him unique. "It turns out that..."
"He bribed you, didn't he?" Lokum's terror briefly moved aside to make room for anger. "This is a solemn duty, not a petty chore! When the King hears about this, he'll have both of you hammered!"
"Barbarossa won't be running Sparkgears in the near future. The reasons are justified but confidential, and consider that spoken under oath. The only one facing a hammering is you, if you fail to follow the succession protocol." Danarca fired the words in quick succession, turned and started to leave.
"I'm not ready. There's still..." Lokum was grasping for straws, but he knew that he was done for. He's going to run this hornets' nest, if the burden doesn't turn him into a babbling maniac first.
"Take the rest of the day off and meet me first thing in the morning for the official transfer."
Lokum went back to his work, and then pushed it away, got up and went to prepare. He did this mainly by crying himself to sleep, waking up in the middle of the night and watching the sieging orcs camping outside the fortress. Eventually, the sun rose and a fresh, beaming Danarcas greeted him and lead him to the office. Danarca cheerfully went through the motions while Lokum followed numbly, as if he were outside his body, directing the actions of an unrelated dwarf.

That's it for now. I'll post an update with substance as soon as I figure out what to do next. Most of the trap designs I've used in the past relied on the enemy being slow enough to allow for a reasonable reaction time. This obviously isn't the case with the zero speed orcs.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **sava2004** on **October 05, 2009, 08:58:19 pm**

Oh God. I just realized that my turn is righth after Barbarossa the Seal God's.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **Heron TSG** on **October 05, 2009, 11:02:40 pm**

Quote from: sava2004 on October 05, 2009, 08:58:19 pm
Oh God. I just realized that my turn is right after Barbarossa the Seal God's.

Yay! New sig!

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **Danarca** on **October 06, 2009, 01:05:19 am**

You should download the nerfed version of the game and set the speed at 700.
Zero speed orcs aren't fun >.>

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **AlienChickenPie** on **October 06, 2009, 04:05:48 am**

I won't use the nerfed orcs. The speed doesn't make them impossible, it just requires different methods.
The method in this case is a pair of magma showers.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **Danarca** on **October 06, 2009, 04:24:19 am**

O_o
You'd have to use automatic showers to get them, and that would WILL make your dwarves burn.
Which is Fun™.
DO IT

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **kurisukun** on **October 06, 2009, 06:21:31 am**

Neither of these challenges are insurmountable. They're just.... going to take a bit more work.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **AlienChickenPie** on **October 06, 2009, 07:35:48 am**

23rd Slate, 305
Lokum went outside to the battlements, accompanied by a small group of the fort's finer artisans. The hover-orcs loitered on the other side of the river, waiting for the dwarves to make a deadly mistake. "These hover-orcs can avoid any proximity sensing device we know to build by simply hovering above the pressure plates and triggers. That rules out conventional traps or plate-based designs. They are also unnervingly fast," Lokum paused and directed the dwarves' attention to a moving orc. The air flow in his wake caused a small stack of polished rabbit bones to topple. "so their speed rules out any corridor-based design where we trap them in transit. We must, instead, tackle them while they're standing still, or confined to a small area."
"We could build some catapults to pelt them with stones." said one of the miners.
Lokum considered that for a moment and said "That could work for some of the orcs, but the corners won't be covered, and our workers would have a very hard time working outside while the orcs are so close."
A marksdwarf overheard the conversation and pitched in. "We could use some more bolts, y'know. We got nothing, not even bones, because the orcs are sitting on them."
"Hovering above them." one of the junior marksdwarves corrected.
"We don't have a lot of bone inside our walls, but we do have some copper. You'll get some copper bolts, but don't get used to it. We don't have a lot of land, which means we won't have a lot of metal." Lokum noted down his promise. "Let's get back to the traps. We can't waste ten bars of metal on every siege. What can we do to a loitering hover-orc?"
A novice mason shyly blurted out the elementary answer "Magma?"
"Well, that could work, but we can't build magma pipelines above the tundra while the hover-orcs are there." Lokum said, feeling a little sorry for shooting down the mason.
"We could build the magma pipeline inside and lure the orcs in." the mason added.
Lokum smiled and patted him on the back. "Now we're talking! We could build two magma pipes near the northern entrance, and add two flooding rooms below them. But how will we get the orcs inside?"
A miner pointed at a a freshly killed rabbit, surrounded by feasting hover-orcs. "We could tie up some of our animals as bait."
"Yes, that could work." Lokum paused to think. "Well, I have all the ideas I need! You'll get your work orders shortly. Meeting adjourned."

14th Hematite, 305
"The hover-orcs are gone! They lifted the siege!" one marksdwarf shouted from the battlements. He and his colleagues have been bothering the orcs with copper and bone bolts while the miners, masons and mechanics worked on Lokum's trap, codenamed Magma Shower. The digging was nearly done.

16th Hematite, 305
"The hover-orcs are back!" that same marksdwarf shouted.
"Big deal. Use the bone bolts we've been making to convince them to leave." Lokum didn't have time for that petty business. He was now in the final phase of construction, installing and linking the moving parts.

26th Galena, 306
"Why are people dying?"
"I don't know!"
"Are we sealed?"
"Yeah, I think so."
"Lokum's dead too. What the fuck?"
"I don't know, I told you!"
"They don't have any archers outside, what the hell is going on?"

Title: **Re: Sparkgear 6 Besieged by SOF**
Post by: **Heron TSG** on **October 06, 2009, 07:47:04 am**

Nice, a 2 day rest interim.

Title: **Re: Sparkgear 6 Besieged by SOF**
Post by: **AlienChickenPie** on **October 06, 2009, 08:41:47 am**

The marksdwarves do a surprisingly good job. It makes my magma showers seem convoluted and flimsy.

Title: **Re: Sparkgear 6 Besieged by SOF**
Post by: **sava2004** on **October 06, 2009, 11:54:27 am**

Quote from: Barbarossa the Seal God on October 05, 2009, 11:02:40 pm
Quote from: sava2004 on October 05, 2009, 08:58:19 pm
Oh God. I just realized that my turn is right after Barbarossa the Seal God's.
Yay! New sig!

Oh wow.

Title: **Re: Sparkgear 6 Besieged by SOF**
Post by: **AlienChickenPie** on **October 06, 2009, 12:53:44 pm**

I tried and failed to make a magma flooder. The lower level pumps, and the gear assembly, just melted, I underestimated the pumps' ability to melt.



Title: **Re: Sparkgear 6 Besieged by SOF**
Post by: **n.dravid** on **October 06, 2009, 01:11:44 pm**

Quote from: AlienChickenPie on October 06, 2009, 12:53:44 pm
I tried and failed to make a magma flooder. The lower level pumps, and the gear assembly, just melted, I underestimated the pumps' ability to melt.

The magnitude of your failure gives me hope! Well done.

Title: **Re: Sparkgear 6 Besieged by SOF**
Post by: **AlienChickenPie** on **October 06, 2009, 01:21:05 pm**

God damn it. I used the death road once, got lucky and then tried again. An orc or two came in and managed to kill 20 or so people, including the entire marksdwarf corps, before dying. No tantrum spiral yet, this fortress is surprisingly resilient. I drafted five useless farmhands and let them have crossbows. I'm currently building them a worthy archery range.

Title: **Re: Sparkgear 6 Besieged by SOF**
Post by: **Demonic Spoon** on **October 06, 2009, 01:55:35 pm**

Yeah, most of the poor probably gave up any hopes or caring about anything and just continue following orders out of habit.

Title: **Re: Sparkgear 6 Besieged by SOF**
Post by: **AlienChickenPie** on **October 06, 2009, 02:12:11 pm**

Spirits of Fire just ambushed me in mid-air. They flew past the fortifications and started wreaking havoc.
Play the soundtrack:
We'll Meet Again (<http://www.youtube.com/watch?v=cHcunREYzNY>)
Enjoy the inferno:
<http://mkv25.net/dfma/movie-1716-spiritsoffireburnsparkgearvi>
<http://mkv25.net/dfma/movie-1717-spiritsoffirecontinuetoburnsparkgearvi>
That's a little more than 20 second of footage. It seemed much longer while I was shooting it, due to the low FPS.

At this point, I have to decide whether I savescum or reclaim. Is it even possible to beat a bunch of SoF's with a reclaim party?

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **nahkh** on **October 06, 2009, 02:45:11 pm**

No. No it isn't.

Savescum.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **nil** on **October 06, 2009, 03:07:47 pm**

You know, I almost wrote up a bit where this Sparkgear was the afterlife of past Sparkgear leaders, just based on how so many of the dwarves were named. It was going to be Nil's punishment for throwing Brak in the pit back in IV to lead this place.

That was *before* I found out that the fortress was a world where demons could literally swoop down and kill everyone whenever they felt like it.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **AlienChickenPie** on **October 06, 2009, 03:24:27 pm**

I did. The Spirits ambushed again, this time appearing on the ground and starting a fire, all without showing up on the unit list. The fire burned out, and it's still running at 9 FPS.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **AlienChickenPie** on **October 06, 2009, 04:35:38 pm**

<http://www.megaupload.com/?d=W1RSGBLA>
Here's the save. If you have too much trouble with the FPS-killing spirits, and you can't get rid of them with some RAW trickery, I've got an earlier save too.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **Syzgyn** on **October 06, 2009, 05:25:09 pm**

Alright, I'm in with a hefty 8 fps, woo.

This should be interesting, I've never played such a small map.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **darkflagrance** on **October 06, 2009, 06:24:52 pm**

Please tell me the only reason for low fps on a small map is stealthed SoF causing fires...

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **Syzgyn** on **October 06, 2009, 08:50:08 pm**

About 10 minutes in, this happens:

<http://mkv25.net/dfma/movie-1720-moresofambushmadness>

A total of 4 ambushes happened simultaneously, with something like 60 invaders total. Even with half of them just sitting by the edge of the map, it was more than enough to trash everything.

Screw it, I'm savescumming and am gonna try nerfing these fuckers a little.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **Heron TSG** on **October 06, 2009, 10:07:51 pm**

Instead of nerfing, build a roof. ::)

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **shadowclasper** on **October 07, 2009, 03:52:52 am**

Wait a sec... how are SoF ambushing? Did you tap the HFS? o_O or is it built into this world?

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **AlienChickenPie** on **October 07, 2009, 04:37:29 am**

DS made SoFs into a civving, sieging, ambushing race.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **Heron TSG** on **October 07, 2009, 07:47:34 am**

Quote from: shadowclasper on October 07, 2009, 03:52:52 am
Wait a sec... how are SoF ambushing? Did you tap the HFS? o_O or is it built into this world?

Along with some other things.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **Keita** on **October 07, 2009, 08:54:32 am**

sorry for missing my turn, was at parties on last fri, sat and sun. was dead on monday =P

will try to remember next time.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **kurisukun** on **October 07, 2009, 08:59:13 am**

Mine's comin' up this afternoon is it not? I'm SO lookin' forward to this.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **Demonic Spoon** on **October 07, 2009, 11:04:58 am**

Yes abculatter, in about 6 hours.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **kurisukun** on **October 07, 2009, 11:41:15 am**

wait, what do you MEAN today is only wednesday?

Frig. I'm goin' back to bed.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **Syzgyn** on **October 07, 2009, 02:26:02 pm**

Damnit, today turned into a giant mess for me, I'm not going to be able to get anything done with the fort. If abculatter wants to start early with the previous save, go for it.

Be warned, you've got an imminent ambush or three coming very soon after you start.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **abculatter_2** on **October 07, 2009, 02:37:28 pm**

Quote from: Syzgyn on October 07, 2009, 02:26:02 pm
Damnit, today turned into a giant mess for me, I'm not going to be able to get anything done with the fort. If abculatter wants to start early with the previous save, go for it.
Be warned, you've got an imminent ambush or three coming very soon after you start.

I'll start in a bit.

Time for some FUN!

EDIT: Why the hell has no one built a roof?

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **Syzgyn** on **October 07, 2009, 02:48:41 pm**

There's like 20 bridges a few z-levels up.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **abculatter_2** on **October 07, 2009, 03:12:47 pm**

Your IP address [my IP address] has just downloaded 345435 bytes. Please wait 7 minutes, then try your download again.

Damn megaupload.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **AlienChickenPie** on **October 07, 2009, 03:49:53 pm**

By the way, the magma world flooder is totally salvageable. It would have worked had I not used the copper pump parts that some clown had built before my time. There are many alunite blocks available, and enough steel to make parts for the dozen pumps that make up the flooder. You could upgrade the entire facility to steel/alunite pumps, and give some due dilligence to the wooden axles, possibly moving the one closest to the pumps upwards or downwards to allow for a wall to separate the others from the magma.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **n.dravid** on **October 07, 2009, 04:03:16 pm**

I wonder what exactly is causing the 4 FPS problem. Magma flows? Invaders? Twenty fucking bridges in the air?

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **abculatter_2** on **October 07, 2009, 04:42:13 pm**

Quote from: AlienChickenPie on October 07, 2009, 03:49:53 pm
By the way, the magma world flooder is totally salvageable. It would have worked had I not used the copper pump parts that some clown had built before my time. There are many alunite blocks available, and enough steel to make parts for the dozen pumps that make up the flooder. You could upgrade the entire facility to steel/alunite pumps, and give some due dilligence to the wooden axles, possibly moving the one closest to the pumps upwards or downwards to allow for a wall to separate the others from the magma.

SoFs can swim in magma.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **AlienChickenPie** on **October 07, 2009, 04:49:47 pm**

Quote from: abculatter_2 on October 07, 2009, 04:42:13 pm
Quote from: AlienChickenPie on October 07, 2009, 03:49:53 pm
By the way, the magma world flooder is totally salvageable. It would have worked had I not used the copper pump parts that some clown had built before my time. There are many alunite blocks available, and enough steel to make parts for the dozen pumps that make up the flooder. You could upgrade the entire facility to steel/alunite pumps, and give some due dilligence to the wooden axles, possibly moving the one closest to the pumps upwards or downwards to allow for a wall to separate the others from the magma.
SoFs can swim in magma.

Orcs can't, and SoFs can swim through air too.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **abculatter_2** on **October 07, 2009, 04:52:12 pm**

Your IP address [my IP address] has just downloaded 345435 bytes. Please wait 7 minutes, then try your download again.

I've waited over an hour.

Someone upload this to DFFD

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **AlienChickenPie** on **October 07, 2009, 04:54:31 pm**

I'll move it to DFFD.
Edit:
http://dffd.wimbli.com/file.php?id=1473
There it is.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **darkflagrance** on **October 07, 2009, 06:55:10 pm**

Considering that the fires make it pretty obvious where ambushing SoF are, hence defeating the purpose of stealth, is there is point in SoF ambushes as opposed to sieges other than slaying FPS? We should give 'em balls and just let them full-out attack us each time they come.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **kurisukun** on **October 07, 2009, 10:40:40 pm**

Turn off temperature. If your FPS immediatly skyrockets, then it's the magma/SOFs fault.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **Danarca** on **October 08, 2009, 02:01:51 am**

Are the obsidian factory any good btw?
Noone have actually said if it works yet :p

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **AlienChickenPie** on **October 08, 2009, 11:56:41 am**

I didn't bother to test it, because your post indicated that the construction had failed, assuming Baby was the obsidian factory. Also, I think I saw several missing (melted?) floodgates.

As for the SoFs, you should try editing the RAWs to make them die. People have demonstrated that cats can be made to explode by giving them severonbreaks and a very high temperature. SoFs already have severonbreaks and a very high temperature, so you may be able to do the same thing by removing their heat resistance.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **Danarca** on **October 08, 2009, 12:36:14 pm**

Quote from: AlienChickenPie on October 08, 2009, 11:56:41 am

I didn't bother to test it, because your post indicated that the construction had failed, assuming Baby was the obsidian factory. Also, I think I saw several missing (melted?) floodgates.

As for the SoFs, you should try editing the RAWs to make them die. People have demonstrated that cats can be made to explode by giving them severonbreaks and a very high temperature. SoFs already have severonbreaks and a very high temperature, so you may be able to do the same thing by removing their heat resistance.

Project Baby was the world-flooding-device, which failed because I made the bridges in the sky out of obsidian.
There's a single floodgate which have melted in the factory, but it CAN be repaired, and even in it's current stage it's working, albeit refilling will be dangerous.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **kurisukun** on **October 08, 2009, 02:15:43 pm**

I'll see about making it work.

Not 100% certain why we'd need an obsidion factory though. My top priority is going to be slaughtering any/all SOf's I can get my grubby dwarven paws on.

Edit: I'll be 2 hours late, so whoever's currently got it can do an extra 2 hours. But then I expect that baby up, I wanna make things work!

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **Frogwarrior** on **October 08, 2009, 06:55:03 pm**

What the bloody hell have I gotten myself into.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **kurisukun** on **October 08, 2009, 07:07:57 pm**

Ab's turn is over, no? Where be the save?

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **Demonic Spoon** on **October 08, 2009, 10:47:10 pm**

Yes

Quote from: AlienChickenPie on October 07, 2009, 04:54:31 pm

I'll move it to DFFD.
Edit:
http://dffd.wimbli.com/file.php?id=1473
There it is.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **Heron TSG** on **October 08, 2009, 10:51:03 pm**

Quote from: kurisukun on October 08, 2009, 02:15:43 pm

Not 100% certain why we'd need an obsidion factory though

We only have a 30 z-level 2x1 area.

Quote from: AlienChickenPie on October 08, 2009, 11:56:41 am

As for the SoFs, you should try editing the RAWs to make them die

Or just *not* cheat.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **AlienChickenPie** on **October 09, 2009, 10:20:32 am**

Quote from: Barbarossa the Seal God on October 08, 2009, 10:51:03 pm

Quote from: kurisukun on October 08, 2009, 02:15:43 pm

Not 100% certain why we'd need an obsidion factory though

We only have a 30 z-level 2x1 area.

Quote from: AlienChickenPie on October 08, 2009, 11:56:41 am

As for the SoFs, you should try editing the RAWs to make them die

Or just *not* cheat.

That's difficult when the presence of the SoFs alone makes the game unplayable. Sparkgear doesn't have many rules, and one of them says that the saves have to be playable.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **skaltum** on **October 09, 2009, 11:50:16 am**

sigh grow some balls you wingy girls. its only SOf sure they annihilate everything but they aint that hard to kill. if it bugs ya soooooooooooooooooooooo much then remove fly and command your dwarves properly instead of zerg rushing everything >:C >:(

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **Heron TSG** on **October 09, 2009, 08:13:17 pm**

Quote from: skaltum on October 09, 2009, 11:50:16 am

zerg rushing everything >:C >:(

that was only me.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **kurisukun** on **October 09, 2009, 09:20:14 pm**

I give up.

This map has broke me. I think I'm going to go huddle in a corner and cry.

Tried everything I Could think of to boost FPS. Even on my super machine, built not 2 months ago, with utmost DF preformance in mind, that runs a 6x6 100 dwarf fort at 70+FPS, was crawling at 8 FPS. Temperature off, invasions off, made SOFS not fly anymore, did all kinds of things. No luck.

And then they killed me. Hard. In slow motion.

I have no save to upload. I hereby move to declare this fortress unplayable.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **sava2004** on **October 09, 2009, 09:39:29 pm**

I just switched to linux (ubuntu) and i can't get DF to work! can i get this sunday instead of this saturday?

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **Demonic Spoon** on **October 10, 2009, 01:40:53 am**

Sure...also I think we have to do something about this game, I call a council meeting! Or something.

Title: **Re: Sparkgear 6 Besieged by SOf**
Post by: **skaltum** on **October 10, 2009, 05:19:53 am**

Quote from: Barbarossa the Seal God on October 09, 2009, 08:13:17 pm

Quote from: skaltum on October 09, 2009, 11:50:16 am

zerg rushing everything >:C >:(

that was only me.

lol barb not just you but you were the only one be awarded with pointless suicide +32 for wasting an entire fort to save one guy with no legs and who bled to death anyway ^_^

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **nahkh** on **October 10, 2009, 06:18:45 am**

Sheesh. I am disappoint.

I leave for a couple of months and you're already reduced to anarchy.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Tack** on **October 10, 2009, 06:20:22 am**

How is that disappointing? That is the model of a brilliant succession game.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **AlienChickenPie** on **October 10, 2009, 07:15:44 am**

I believe the main problem with this game is the fact that the enemies are too powerful to be handled in a respectful way. Zero speed orcs may be beatable (a handful that infiltrated my fortress only managed to kill 20 dwarves before dying at the hands of the mob) but they're too fast to be fought at the gates or led into elaborate traps, so I ended up spending most of my turn watching as marksdwarves unloaded their quivers, instead of actually fighting them head-on. The SoFs are just devastating, they belong as megabeasts, not as a race that ambushes and sieges in groups. What's the point in all of those enemies if you're just going to close the doors?

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **rosedrake** on **October 10, 2009, 07:40:02 am**

all i did was remove [buildingdestroyer:2] and [flying] and [nobleed] on the SoFs. my copy of sparkgear prospered.

..... well, it's my turn next, isn't it.

damn.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Demonic Spoon** on **October 10, 2009, 08:38:42 am**

It is currently your turn yes.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **n.dravid** on **October 10, 2009, 01:08:21 pm**

Quote from: sava2004 on October 09, 2009, 09:39:29 pm
I just switched to linux (ubuntu) and i can't get DF to work! can i get this sunday instead of this saturday?

I have a build of 40d16 I modded for Sparkgear that runs on Ubuntu. You want?

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **nil** on **October 10, 2009, 02:24:40 pm**

Quote from: AlienChickenPie on October 10, 2009, 07:15:44 am
I believe the main problem with this game is the fact that the enemies are too powerful to be handled in a respectful way. Zero speed orcs may be beatable (a handful that infiltrated my fortress only managed to kill 20 dwarves before dying at the hands of the mob) but they're too fast to be fought at the gates or led into elaborate traps, so I ended up spending most of my turn watching as marksdwarves unloaded their quivers, instead of actually fighting them head-on. The SoFs are just devastating, they belong as megabeasts, not as a race that ambushes and sieges in groups. What's the point in all of those enemies if you're just going to close the doors?

Agreed. I do really like the idea of adding in new enemies, tougher enemies, but these are too tough; you pretty much have to use exploits or cheat to kill them. I'd like to see something like a semimegabeast civ with a trigger of 3 or higher, or a fire imp civ, or a harpy civ, or all of the above--just not a single civ with all those qualities combined.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **nahkh** on **October 10, 2009, 03:14:06 pm**

inb4 we put together an official SparkGear mod.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Demonic Spoon** on **October 10, 2009, 04:14:51 pm**

Mmmm, so we not gonna go on with killer SOF? And the 0 speed orcs are strange, I don't remember doing that.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Danarca** on **October 10, 2009, 04:58:10 pm**

Yeah, everyone seems to be changing the raws >.>
Alright, proposals time for the Sparkgear mod, going on from the RAWs posted in the original post
SoF:
Remove flier
Set back the progress (So they wont siege in first year)

Orcs:
Set speed to 400, fast but you can still activate traps.

General:
~~Make adamantine a layer~~
Anyone else?

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **nahkh** on **October 10, 2009, 05:38:14 pm**

Lots of new and interesting monsters I guess.

But yeah, the SOFs are a bit too much.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **AlienChickenPie** on **October 10, 2009, 07:05:50 pm**

There was something wonderful about the surprise monsters, which I hope we'd be able to isolate and replicate for future generations. When the SoF ambush revealed itself, and blasts of fire consumed any dwarf standing outside, it was extremely awesome, and possibly the most memorable thing about my entire turn. Yet, it was also terminal, so it wasn't canon or very useful. How can we keep something not unlike the surprise of swarming SoFs without making the game unplayable?
One thing I think we should try is a no shut-in rule. There must always be a path from the edge of the map to the heart of the fortress. This ensures that players have to defend themselves competently, instead of just shutting the doors and riding through impending starvation and madness. Combined with challenging enemies, this rule could increase fun for both the players and the readers. Another thing is more modding, with an emphasis on diverse, surprising and challenging enemies. This could be accomplished by starting the game with many enemy races and agreeing not to peek, or by allowing players to mod the RAWs and then submit them along with the saves. I'm not experienced enough with modding to know how far you can mod a race after worldgen, but it's at least far enough to allow for different stats and abilities, if not a new name and symbol.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **rosedrake** on **October 10, 2009, 08:07:52 pm**

... so... i can make the SoFs easier?

... well, it's too dangerous to go outside at all... here's a schedule/pattern i see: spring: orcs/elves, summer: SoFs, autumn: kobolds/SoFs, winter: orcs...

to hell with lowering the drawbridges.

also, due to my timezone (GMT+7, which sucks), i'm just gonna start the fort now. i'm sorry. i went out the house all day long yesterday, and then went to sleep.

EDIT: friggin hell, i missed my turn already by three hours. ;___; do i still have a chance or not?

EDIT2: wtf, you guys modded alunite to be magma safe !??

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Frogwarrior** on **October 10, 2009, 10:47:50 pm**

Alunite being magma-safe is part of Dig Deeper, as I recall. Somewhat based on realism? I don't know.

Man, sometime I might do a SparkGear-style fort as cats. Gotta fine-tune the mod first though. :tongue:

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **rosedrake** on **October 11, 2009, 01:25:00 am**

heh, well, damn...

anyways, my fps got killed by three squads of fire spirits, because one of them fell into the river and evaporated it... even after removing building destroyer, flying, nobleed... the lack of bolts gave me the capability of doing nothing.

the obsidian farm has a fatal flaw on it (i learnt it the hard way on my own obsidian farm a few forts back), it lacks a z level to remove the floors above.

the river is decreasing the capabilities of the magma flooder.. i've no idea what the mass of bridges a few z levels upwards do... a child toppled a granite lever.

my turn's passed already, too. i guess i have to just let the next one after me use nil's save.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Demonic Spoon** on **October 11, 2009, 03:31:11 am**

Um, Solarn has yet to show up so you can play a bit more, I'll start modding the SOF and making a new mod for the next SG.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **nahkh** on **October 11, 2009, 06:00:30 am**

We're barely half-way this one. I'll make a new mod tomorrow since I don't have school that day.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **rosedrake** on **October 11, 2009, 06:41:28 am**

... in the effort of making the magma flooder a success (and keeping the rivers flowing), i...

i turned invaders off.

i guess that makes me a cheater, huh... the next player can go on with nil's save. or maybe, if i'm allowed to finish this...

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **AlienChickenPie** on **October 11, 2009, 07:16:35 am**

Make sure you seal up the catapult fortifications before you turn on the flooder.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Danarca** on **October 11, 2009, 07:24:30 am**

Path from border to heart of fortress?
Hell, even the normal orcs of DD would completely shitwreck everything...

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **AlienChickenPie** on **October 11, 2009, 08:53:44 am**

Shitwreck? You overestimate the orcs. A squad of barely trained marksdwarves using bone equipment can severely damage a squad of DD orcs, so a combined force of well trained marksdwarves and well trained melee dwarves should be enough to handle an orc invasion, and that's without getting into mazes, magma traps, redundant sealable corridors and siege weapons.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **rosedrake** on **October 11, 2009, 09:45:45 am**

heh, whee, i flooded the world with magma, and fixed the obsidian farm.

... well, i had an accident involving the obsidian farm, you see... i thought the floodgates were just fine... but... it turns out that one of them was actually displaced, see... i let loose of some magma and killed some dwarves, but it was quickly fixed... and now i set rosey to re-engrave the floors on where it happended...

and... flooding the world with magma part... might have to wait for a bit. it's progressing, but rather slowly... anyway, our fort's good enough to live on without trade... the farms are really productive, we have a cistern... and 60ish population... eheheh.

i had 120 FPS with temperatures off... good luck. please remove flier tag from SoFs. and building destroyer.

SAVE (<http://www.mediafire.com/?zdowhkgzgmd>)

i'll make a story tomorrow... i have to go sleep right now.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Heron TSG** on **October 11, 2009, 10:23:19 am**

Quote from: [rosedrake](#) on October 10, 2009, 07:40:02 am
all i did was remove [buildingdestroyer:2] and [flying] and [nobleed] on the SoFs. my copy of sparkgear prospered.

I say the [nobleed] and [flying] tags should be removed, but I think that SoF need to be able to bust down doors.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **AlienChickenPie** on **October 11, 2009, 11:05:17 am**

Congratulations on getting the magma flooder to work.
There's one thing I don't get, however. The pump stack raising magma from the bottom level is powered by a set of water wheels. This set of water wheels sits in a section of the river, but that section is currently frozen. The warmmaker channel, which keeps the river unfrozen, is currently empty, and it seems like it's going to stay that way, because the six parallel pump stacks that constitute the magma flooder all suck their magma from that very channel. Are there any mechanisms in place to fix this, or is it a design issue?
Keeping things as they are, the magma flooder is capable of tapping only two levels of the magma pipe. With the pump stack operational, it would be capable of tapping the entire magma pipe, but at a slower rate.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Solarn** on **October 11, 2009, 03:17:24 pm**

Damn it! I missed my turn again. Sorry guys, life seems to love throwing unavoidable, unexpected distractions my way.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **rosedrake** on **October 12, 2009, 04:43:03 am**

1. we put magma proof stuff as the front doors, right? it should hold SoFs back. if only doors have material strength...
2. i tried on my own map, the warmmaker does -not- unfreeze the river when it's winter. even on 7/7. and only separated by a thin sheet of floor.
3. yes, i realized i made two faults on this one. not sealing the magma pipe, and not putting another more reliable power source for the flooder. there's a lot of space for an underground power factory, utilizing buckets and cleverly aligned channels and whatnots-- but it could be dangerous if it used up the whole cistern's worth of water supply for the winter, because we're out of barrels... yeah. we only need approximately 600-800 power for this. probably 20 windmills?
4. the only place i can safely tap from the lowest level was... on the very very edge of the map. which made it very difficult to expand. or i might be wrong...

now we should decide what the next fun stuff we're gonna do should be!

also, i volunteer to be the one who'll play after barbarossa the seal god. i claim the 24th slot.

EDIT1: hmm, oh, wait, you can turn the magma flooder off by pulling the toprightmost lever on the bottomleftmost chamber. it'll still refill the warmmaker, if you pull only that lever and not the one below it.
EDIT2: oh right, the story i promised yesterday! okay. here it is.

Rosey never put any thoughts to time. She had a plenty of it, life was good, here in this place the gods and goddesses has forsaken. As long as she stays out of the sun, at least.
She spent her time carving perfect blocks, and scrubbing the stone walls till they're just as smooth as the blocks are. She often spends her time with her best friend, too...

Then it happenned. It was Nil. He got into her room without knocking at the door.

"You're the new supervisor of this place, now. The king commanded it so. Here's some plans and notes."

He rushedly handed over a bunch of scrolls to Rosey. She looked down at them, confused.

"What--"

"Good luck. I'll just live peacefully now. Thank you."

He left the room. Slamming the door, too.

Rosey opened a scroll. "Sparkgear". Oh, that's what this place is called. She just realized that now. After reading it for a moment, she sighed as she mumbled a "How nice of him and the king to...", grunted and started walking towards the main staircases, committing herself to take an overall look to the whole fortress.

She returned to her room, her face pale, her breath held in tightly due to the suspense.

"Dear god, it... it... it made me forgot your name."

MANY LIMBED MONSTROSITIES OF FLAMES. OH DEAR GOD WHOSE NAME I FORGOT.

A moment of silence for the mind has passed... Okay, here's the what we have now...

A large area of unfinished bridges, just above the walls. She had nothing to do with that, because she can't find anything about it inside the scrolls that Nil gave to her.

A... set of broken contraption. Tapping to the magma filled tunnel. Aimed at the evil, evil outside world. Maybe I can fix it and make it better...

A river with it's potential not fully exploited.

A... hey, I know that one, it makes unlimited amounts of usable obsidian, to conserve space and maximize aesthetic efforts. But it has a major flaw in it's design.

After all that, she took a nap. It was all she can take for a single day.

The next day, she got to designing, and more designing, and overseeing, and briefing the working dwarves on what to do... Talking to them about her ideas, making it clear why it would be useful to them. A busy day, but she had fun with it. Designing contraptions is something she's interested in.

Leading the workers on her plans, she put some of her plans in place. When she gets tired, she takes a lunch break and goes to smooth the walls of the newly dig room. She needed the more of the white mineral stone to completely seal the rivers...

Showing the finished blueprints of the upcoming magma tap to the miners, they immediately set off to work on it... While they were gone she snagged a pick and a torch, and sets off to ruin the grass, forming a large grassless circle around the vicinity of the fort... and sets the outer parts on fire.

This will give us enough time. The orcs, elves, kobolds and whatnots won't be able to reach us through the forest fires, and the fire monsters won't be back here in some time.

She was going in circles, thoroughly inspecting the obsidian bakery oven, as she was slowly finishing the new design for it. She had this unnerving feeling as she gazed upon the floodgates who held the magma back... but she decided to just go for it. Finishing the design, she sets off, giving it to the miners...

There was scorching heat, an eerie red glow, and screams. She frantically stumbled down only to find magma, slowly spreading around the burial complex next to the obsidian oven. She then directed the miners to stop the magma flow from above, with water.

No more dwarves will die, for now, but she has to take responsibility of what mistakes she's made. Unknowing to her, one of the floodgates was leaking. She made sure what remains of those who died there was given proper respects. Then, she set off to repair the once intricate carvings, ruined by the magma.

It's working! The world will soon fill with magma, and we will forever be safe against the orcs... but... the fire spirits...

Bah, it's not her worry, now. She'll just spend her time making pictures, down below. It's up to the next unlucky fellow the king appointed. A royal messenger pidgeon came with an official scroll this morning.

Goodbye, suffering! Hopefully forever!

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **nahkh** on **October 12, 2009, 04:55:19 am**

I'm taking over the modding business 'round here. Clearly you can't be trusted not to cock it up. Gar.

Ti**le: Re: Sparkgear 6: I made the game too hard**
Post by: **Heron TSG** on **October 12, 2009, 07:52:17 am**

I'll take the blame for making sure that he made it stupid hard.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Demonic Spoon** on **October 12, 2009, 08:13:23 am**

Quote from: nahkh on October 12, 2009, 04:55:19 am
I'm taking over the modding business 'round here. Clearly you can't be trusted not to cock it up. Gar.

Yeah, it would seem I'm not cut out to be a authority figure and stuff. :/ Also, you know it's your turn right nahkh?

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **nahkh** on **October 12, 2009, 08:24:20 am**

Yeah I'm aware.

I think I'll spend most of my time turning the modded DF folder to something sensible.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **nahkh** on **October 12, 2009, 09:01:41 am**

I dislike double posting, but I feel one this is warranted.

I haven't been following this fort too close, to tell you the truth.
As someone taking his first look at it, allow me to say

WHAT THE FUCK IS GOING ON WITH THIS FORTRESS?

CHAYSUS KROIST

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **rosedrake** on **October 12, 2009, 09:39:16 am**

yeah, nahkh, that too was my response upon seeing it the first time.

it's okay. after one hour or two, you get used to it.

and, well, it's slowly flooding with magma. don't worry. we're sealed tight. remember, if you ever want to stop the magma flooding, pull the toprightmost lever in the bottomleftmost chamber.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **nahkh** on **October 12, 2009, 09:50:57 am**

Nah, someone had turned it off already.
Some floodgates closed somewhere blocking the magma, the pumps are still running.

We lost some guys mysteriously to burning and bleeding, but it's quiet now. A couple of tantrums and someone called Kibble made an artifact millstone.

Everything seems to be running by itself, so I made an impromptu mason squad and started roofing the courtyard over.

As for the mods, I've altered the SoF's a bit, changed their name, removed flying, and made them a bit more vulnerable to stuff. I also altered the orcs a bit. They're still fast, but not 0 fast. I also removed their NO_PAIN and NO_STUN tags.

Any other suggestions before I make those mods official?

EDIT2:

And we seem to be experiencing a magma spill in the eastern pump system. I have no idea how or why.

EDIT:

AAGH who designed this?

Why does the magma flooder drain from the magma warmer? Now the magma warmer must be on whenever you're trying to use the flooder and it drains the magma reserve O_o

Title: **Re: Sparkgear 6: I made the game too hard**

Post by: **Demonic Spoon** on **October 12, 2009, 10:21:43 am**

Well the players report that the magma warmer does not work in any case so that's okay, I suspect it is because of the river tiles, perhaps if you remove them and replace them with something else?

Title: **Re: Sparkgear 6: I made the game too hard**

Post by: **nahkh** on **October 12, 2009, 10:23:55 am**

Huh. Where's the activation switch for the eastern pumps?
I found that if it's turned off it spills magma to the lowest living floor.
Like, ad infinitum.

Title: **Re: Sparkgear 6: I made the game too hard**

Post by: **Demonic Spoon** on **October 12, 2009, 10:31:28 am**

No idea man, I haven't played in this trainwreck since the first.

Title: **Re: Sparkgear 6: I made the game too hard**

Post by: **nahkh** on **October 12, 2009, 10:35:18 am**

Ok, so the pump system is apparently frozen somewhere else, so no luck there. I figured the magma leaks in so slowly that I can just ignore it for now. Pic related.



Title: **Re: Sparkgear 6: I made the game too hard**

Post by: **Demonic Spoon** on **October 12, 2009, 10:52:17 am**

Wah? You let my fire golem escape? A legendary miner and mechanic gave up thier lives to capture that golem!

Title: **Re: Sparkgear 6: I made the game too hard**

Post by: **nahkh** on **October 12, 2009, 10:56:02 am**

Hey, I didn't do anything. if you didn't contain it properly, blame yasself.

Anyways, we're in the middle of an orc siege now. Killed a impromptu mason with arrows before I got em inside. Also, you call this damn fort secure? SECURE? I'm going to have a squad of boworcs in the courtyard in a minute because SOMEONE didn't know that a "locked" door DOES NOT count as secure.
Orcs can open locked doors.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Demonic Spoon** on **October 12, 2009, 11:00:55 am**

Hey, that wasn't me, I did everything with raised drawbridges + dry moat.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **nahkh** on **October 12, 2009, 11:08:34 am**

Anyways, it's finished. Orcs everywhere.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Demonic Spoon** on **October 12, 2009, 11:16:53 am**

Savescum?

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **AlienChickenPie** on **October 12, 2009, 11:36:45 am**

It's leaking because there's an upward stairway leading from the bottom level to the bottom of the magma pump stack. Just mine out the stairway and put a wall there instead.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **nahkh** on **October 12, 2009, 11:43:11 am**

Nope. It's leaking because the pump system opens directly above the flow. If the pump is turned off, the magma will refill into the pump system, leaking past the pump (and damaging the pump I might add).

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Frogwarrior** on **October 12, 2009, 12:26:39 pm**

You know, I'm kind of hoping there won't be a fort left by the time my turn comes around... :P

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **nahkh** on **October 12, 2009, 12:36:20 pm**

Oh screw this. Just skip me I can't seem to keep this damn fort together for an hour :/

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **AlienChickenPie** on **October 12, 2009, 01:03:15 pm**

What kills you? Invaders? Starvation? Unhappiness?

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **nahkh** on **October 12, 2009, 01:11:10 pm**

Stupid dorfs walking into magma => tantrums. Fucking hell.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Danarca** on **October 12, 2009, 01:13:42 pm**

Anyone mind to upload a map? :p

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **n.dravid** on **October 12, 2009, 01:14:21 pm**

Which save do I play off of then? Do you have one to upload?

Edit: Thank you, Spoon!

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Demonic Spoon** on **October 12, 2009, 01:41:22 pm**

Quote from: [rosedrake](#) on [October 11, 2009, 09:45:45 am](#)

heh, whee, i flooded the world with magma, and fixed the obsidian farm.

... well, i had an accident involving the obsidian farm, you see... i thought the floodgates were just fine... but... it turns out that one of them was actually displaced, see... i let loose of some magma and killed some dwarves, but it was quickly fixed... and now i set rosey to re-engrave the floors on where it happended...

and... flooding the world with magma part... might have to wait for a bit. it's progressing, but rather slowly... anyway, our fort's good enough to live on without trade... the farms are really productive, we have a cistern... and 60ish population... eheheh.

i had 120 FPS with temperatures off... good luck. please remove flier tag from SoFs. and building destroyer.

SAVE (<http://www.mediafire.com/?zdowhkzgzmd>)

i'll make a story tomorrow... i have to go sleep right now.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **n.dravid** on **October 12, 2009, 03:10:42 pm**

It's not a total loss. I have three tantruming dwarves, two of which are in jail. Of the two in jail, one has proceeded to beat the stuffing of out his sleeping neighbor. I've started dismantling all of the bridges floating above the fortress. Beyond that everything seems to be salvageable. We'll see when the first siege comes.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **skaltum** on **October 12, 2009, 04:20:01 pm**

note to all.

FPS issues? then use the DF 40D# goddammit!

reason why? the SG edition is 40D so stop moaning get ya fingers out and transfer some files.

thankyou :)

signed. skaltum

deceased brewer

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Danarca** on **October 12, 2009, 05:23:48 pm**

Well, more like a DFMA upload I meant Spoon :p
Mediafire gives me the slowest speeds... <:(

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Heron TSG** on **October 12, 2009, 08:09:07 pm**

This looks fun! Can't wait until the 23rd.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Danarca** on **October 12, 2009, 10:50:20 pm**

Well, if Nakhk have given up...
This SG is screwed.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Heron TSG** on **October 12, 2009, 11:08:01 pm**

Screwed, maybe, but not DEAD.

Te: **Re: Sparkgear 6: I made the game too hard**
Post by: **AlienChickenPie** on **October 13, 2009, 02:41:50 am**

I took some pictures of SG6's magma applications using StoneSense. Here's a crosspost for your convenience:
[Quote from: AlienChickenPie on October 13, 2009, 01:50:25 am](#)

Scenes from SparkGear 6

Magma flood

Spoiler (click to show/hide)

stonesense

74,17,15



The pumps are represented by pairs of trees for some reason.

Power Conduits

Spoiler (click to show/hide)



The conduits are filled with yellow boxes that represent axles and gears. These conduits pass power from the water wheel generator complex (currently frozen solid) to a pump stack that supplies magma to the magma flooder pictured above, and also to a water pump that seems to go nowhere.
Magma Death Road
[Spoiler](#) (click to show/hide)



The road is partially visible in the previous picture. Enemies enter through a long ramp, and then get trapped when a magma reservoir is emptied on their heads. Ample drainage is provided.
Magma Showers
[Spoiler](#) (click to show/hide)



Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **rosedrake** on **October 13, 2009, 05:39:20 am**

... what? it leaked...?

.....

oh, duh. goddamnit. i should've thought of THAT happening. ... wait, what?
wall
#_# channel
#O walkable part of pump
#X# unwalkable part of pump
#7# 7 depth magma
wall

.... the whole thing's safely designed! i tried it with temperatures off... now let's see with it on...

no, it's not leaking.

..... well, some of the dorves involved with the obsidian factory accident has got magma covering all over them. and then with temperatures on, they are set on fire. and then they set other dwarves on fire. that's what's causing it to go sht.

.... heh, funny, the moat keeps melting and refreezing and then melting and refreezing again... any ideas for a degrinchinator trap, guys?
and hm, for flooring the river, imma try that i guess. in my copy. i'll tell you if that works.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Demonic Spoon** on **October 13, 2009, 07:33:23 am**

Map: <http://mkv25.net/dfma/map-7198-sparkgear6-thedoomoffriends>

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **AlienChickenPie** on **October 13, 2009, 07:40:46 am**

There's a pump on level 3, right next to the water reservoir. Does anyone know what it's for?
Also, why is there a yellow liquid in level 12?

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Demonic Spoon** on **October 13, 2009, 07:46:34 am**

Yellow liquid = water on engraved muddy floor.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **rosedrake** on **October 13, 2009, 08:17:01 am**

alienchickenpie: that one's used to drain the water in the obsidian factory. mainly used when i was trying to fix it. also, for failsafing purposes.
also, i tried flooring the river when it froze, on my own copy of sparkgear. it made the warmmaker work.
BUT! i can't find a way to floor over the southmost tile of the river. so, it won't flow in winter. just stay as a liquid, and drain away...

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Demonic Spoon** on **October 13, 2009, 08:46:11 am**

carve fortifications into southernmost icewall?

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **rosedrake** on **October 13, 2009, 09:47:54 am**

it'll melt when winter's over. and then you'd have to recarve it the next year...

... ! an aboveground melter. haha. yes. just... how to make sure the magma goes there...

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **skaltum** on **October 13, 2009, 10:36:29 am**

a possible title for the next SG :D

sparkgear VIII:spawn of barborassa god of ruin

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **ajar** on **October 13, 2009, 01:16:23 pm**

Quote from: skaltum on October 13, 2009, 10:36:29 am

a possible title for the next SG :D

sparkgear VIII:spawn of barborassa god of ruin

The Hundred ruins. That game should include at least seven reclaims. Reclaimers are btw untrained civilians. (5. Don't charge the fucking orcs with untrained civilians. IT DOES NOT WORK. We know. We tried.)

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **skaltum** on **October 13, 2009, 02:02:53 pm**

we'll barb tried >:C

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **n.dravid** on **October 13, 2009, 02:36:16 pm**

Well Sparkgear continues. Currently trying to drain the corridor of death in order to get all the nice steel items out of it.

I have hearby named myself Sparkgear's Savior and my first order of business is reorganize the fort on martial lines. I've created two squads of axe-dwarves/mace-dwarves to complement the marksdwarves. All tantrumers have been drafted so that they can let out their aggression on our cursed enemies.

I sealed off the bottom-most access to the magma pipe. If it leaks it won't be a problem plus no more smoke driving the dwarves insane.

Speaking of enemies I am currently besieged by three squads of elven ambushers.
[Spoiler](#) (click to show/hide)



They killed a wanderer out collecting who knows what. I've decided that they'll make good sparring practice for my recruits. If not, I can just flood the world with magma again.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **n.dravid** on **October 13, 2009, 08:13:49 pm**

Since I got my turn early I figure I'll finish it early.

To Report!

The surface tower has been roofed completely with a second level currently under construction above that. Obsidian farm is refilling, and death road is almost empty allowing for the retrieval of +steel+.

When I saw the first orcs saunter into our domain I promptly told the dungeon master to let loose our War Machine. The orcs zipped around like flies, trying to avoid the stream of magma that came pouring out of the earth. Despite their best efforts they were baked like *cat biscuits* while seeking refuge in the shadow of our walls.

For the first time in months I allowed civilians to leave the fort and retrieve bodies from the countryside. During this time some migrants arrived to bolster our ranks. The caravan arrived but it's wagons bypassed our inaccessible location. Two traders were trapped outside with the arrival of the humans, who shot them to pieces. One lone axedwarf charge the human forces. He was surrounded and annihilated.

Three human squads have made an encampment below our walls. They campfires burn amid the blackness of the night and they have

cleverly camped far away from the War Machine. They are waiting patiently, waiting for an opening. For now we must outlast the siege. I have tried to continue the tower but have been stymied by lack of stone and foolish dwarves getting shot on the ramparts by human archers. Even now an armorer screams on a precipice, a bolt lodged in him. Despite my commands everyone is hell bent on saving him. I fear that we will collapse from within before the humans can finish us.

SAVE (<http://dffd.wimbli.com/file.php?id=1489>)

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Heron TSG** on **October 13, 2009, 11:50:23 pm**

See? It **is** possible!

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **eerr** on **October 14, 2009, 01:10:16 am**

Quote from: Barbarossa the Seal God on October 13, 2009, 11:50:23 pm

See? It **is** possible!

it doesn't count as success if you die to a tantrum spiral afterward.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **darkflagrance** on **October 14, 2009, 04:13:17 am**

I have downloaded. Will begin playing after ensuring that my internet supplier will not back out on me in the next few days.

'Edit: The download still won't be done for another 10 minutes. I've never even heard of 2share...when that's done, I'll see who's still alive...

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **KFJ** on **October 14, 2009, 05:47:04 am**

Eh, is it alright for me to play, if I have little to no experience in building a fort? (My first fort died of thirst, then in the second one, I used up all of the food for the drinks, starvation death to them ::) And in the third fort, forgot cats, they all ate cockroaches, went mad, and killed each other.)

So, is it okay for me to play? :)

Oh! And Iceland is a GMT Country :D

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **ajar** on **October 14, 2009, 06:13:21 am**

Yeah, it's perfectly okay to play Sparkgear, if you know what a lever does. For example, there's this lever which can flood the entire site with magma, so that's all about enemies that try to siege you. If you pull the wrong lever however, the fortress might collapse and I guess that's not the goal. There's plenty of food in Sparkgear. When I played I could have just forgotten the game running and nothing would have caused the collapse of the fortress, but that was SGIV. I was under a siege but because I didn't try to do anything breathtaking on my turn, I could just be amazed at how team work had caused such a dwarf fortress to exist. For example, there was a yellow magmasubmarine atop of the mountain. I could have put all the dwarves inside it and enceal it with magma or something.

<http://www.mkv25.net/dfma/map-6864-sparkgear4>

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **KFJ** on **October 14, 2009, 06:25:19 am**

Ah, I've never used levers, so I think I'll try to wait for SparkGear 7, and nab an early position there, for maximum ruination.

Just kidding, I won't install any levers in my turn :D

Oh, and are you still dorfing members? If so, could I be dwarfed? :)

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **skaltum** on **October 14, 2009, 06:33:28 am**

i was the brewer of the original 7 :D but i'm no doubt long dead. and so was spoon ark nahkh barb etc. all dead no doubt

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **KFJ** on **October 14, 2009, 06:39:40 am**

It's that FUN? :o

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **skaltum** on **October 14, 2009, 06:44:36 am**

well if you call tantrum spirals zerg rushes against orcs magma flooding the world and melt the bridge that just so happens to be the only thing between your dwarfs and the sieges then yes. it's very very fun :D

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **KFJ** on **October 14, 2009, 07:21:33 am**

<http://www.dwarffortresswiki.net/index.php/Fun> (<http://www.dwarffortresswiki.net/index.php/Fun>)

:D

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **darkflagrance** on **October 14, 2009, 08:45:05 am**

The living:
Andy Warhol
rosedrake
Dravid the Savior
nil
fake Nil
David Leatherman
Ark Delgato

If you're not there you're dead.

I dwarfed KFJ as a cook, because he was the first dwarf I pressed "v" on. You didn't write anything more specific, so...

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **skaltum** on **October 14, 2009, 09:07:58 am**

i want the current mayor if un named and call them Skaltum II

if not then i'll take captain of the guard or the hammerer

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **KFJ** on **October 14, 2009, 09:24:29 am**

Oh sweet, being a cook is really safe.

Oh, wait, there is NOTHING safe about sparkgear.

NOTHING, I TELL YOU.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **darkflagrance** on **October 14, 2009, 09:35:51 am**

Why the heck are the snailmen in the roof, murdering cripples?

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **skaltum** on **October 14, 2009, 09:41:35 am**

maybe they used a shellpack to get there ??? ;D

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Demonic Spoon** on **October 14, 2009, 11:25:21 am**

Lol, not the rocket snailmen!

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Realmfighter** on **October 14, 2009, 12:31:11 pm**

Oh noes! there on to me!



Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **skaltum** on **October 14, 2009, 12:32:04 pm**

LOVE IT!!!

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **KFJ** on **October 14, 2009, 01:12:04 pm**

Ah, turns out I *might* be able to participate in 7 (Yes, I know, you're nowhere near planning that, but I'm an early bird.) as I have now made a successful fort in DFDD (29 dwarves!) and well, no sieges. Yet.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Demonic Spoon** on **October 14, 2009, 03:19:34 pm**

Quote from: realmfighter on October 14, 2009, 12:31:11 pm
Oh noes! there on to me!



I hope you don't mind if I steal this.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **skaltum** on **October 14, 2009, 03:21:52 pm**

well i do >:(

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Demonic Spoon** on **October 14, 2009, 03:27:36 pm**

Quote from: skaltum on October 14, 2009, 12:32:04 pm

LOVE IT!!!

???

You not like? :(

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **skaltum** on **October 14, 2009, 03:29:21 pm**

Quote from: Demonic Spoon on October 14, 2009, 03:27:36 pm

???

You not like? :(

i love it. but stealings baaaaad :P. speaking of stealing any kobold ambushes yet?

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Demonic Spoon** on **October 14, 2009, 03:34:48 pm**

Ah, lol :) .

Also there have been kobold thieves, don't know about ambushes.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **nil** on **October 14, 2009, 03:40:06 pm**

Yeah, I think so.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **skaltum** on **October 14, 2009, 03:42:22 pm**

well i'm gonna change my ava to the rocket snail. any objections?

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **darkflagrance** on **October 14, 2009, 05:17:58 pm**

No kobold ambushes, I'm still trying to get rid of the humans. I can't get the levers to do anything I want and I killed the fort once already through trial and error experimentation via the magma showers. From the random cogs strewn on the floor of the lever room, I have a sneaking suspicion someone prior to me disassembled key levers at the end of their turn. It might simply be from canceled jobs though.

Edit: I'll admit, this is my first thing with a mounted human siege. I forgot that the horses flee when you charge them.

Edit2: A random herd of unicorns and horses appeared next to my fishery worker. I wonder what that means?

Edit3: The river banks are now stained red with the blood of the slain.

In my turn, we lost a macedwarf, a fisher dwarf, fake Nil, and some random pump operator who died the second I opened the map. We broke a human siege and an elven ambush doing so. Their sacrifices will be remembered.

Due to my upcoming busy day, I am uploading the save now.

<http://dffd.wimbli.com/file.php?id=1493>

Edit4: dammit, while dicking around I figured out the magma flooder...too late. Ah well.

Die slowly you human scum.....it's glorious...

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Heron TSG** on **October 14, 2009, 11:24:03 pm**

Quote from: KFJ on October 14, 2009, 01:12:04 pm

Ah, turns out I *might* be able to participate in 7 (Yes, I know, you're nowhere near planning that, but I'm an early bird.) as I have now made a successful fort in DFDD (29 dwarves!) and well, no sieges. Yet.

well, it's a start. I'd recommend training with Dig Deeper or the Raptor Mod if you wish to live. ::)

PS: What's the population, and is there a map?

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Realmfighter** on **October 15, 2009, 12:07:09 am**

Sorry, i can't to the turn.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Demonic Spoon** on **October 15, 2009, 08:03:13 am**

Well that's a shame, I'll start early then.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **darkflagrance** on **October 15, 2009, 08:06:58 am**

Quote from: Barbarossa the Seal God on October 14, 2009, 11:24:03 pm
Quote from: KFJ on October 14, 2009, 01:12:04 pm
Ah, turns out I <i>might</i> be able to participate in 7 (Yes, I know, you're nowhere near planning that, but I'm an early bird.) as I have now made a successful fort in DFDD (29 dwarves!) and well, no sieges. Yet.
well, it's a start. I'd recommend training with Dig Deeper or the Raptor Mod if you wish to live. ::)
PS: What's the population, and is there a map?

Population is currently 52.

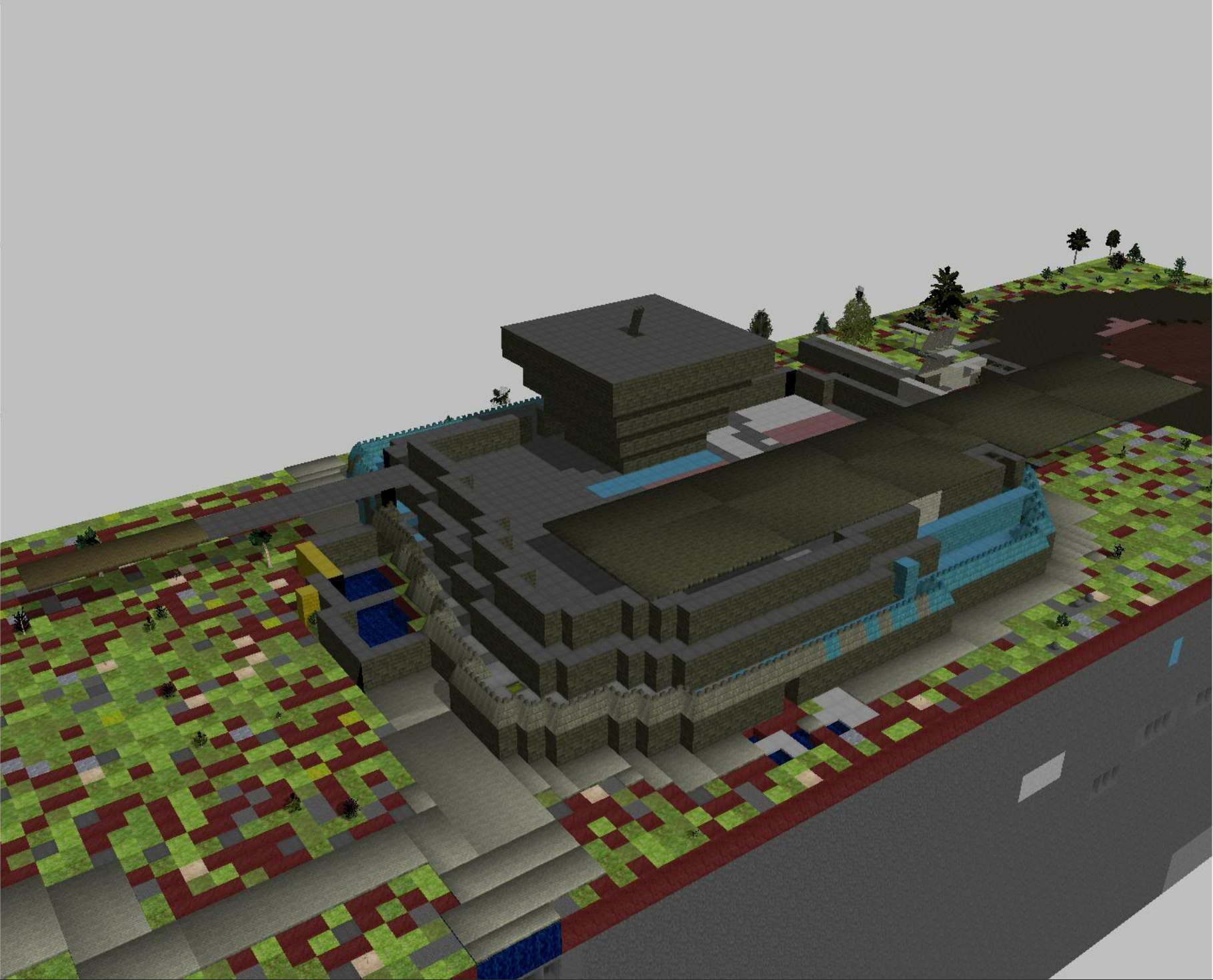
I didn't really add anything to the map, so it is the same as the previous one. All I did was kill humans and elves and random unlucky snailmen that rained from the sky.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Demonic Spoon** on **October 15, 2009, 08:40:37 am**

The reign of Demonic Spoon, !!Fire King!! has begun.

EDIT: Wow, all I can say is, I'm impressed, this place looks like a proper fortress.

Pic:
[Spoiler](#) (click to show/hide)



Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Danarca** on **October 15, 2009, 09:34:52 am**

I see my bridges still hinder the view :p
You know, you CAN deconstruct them without any repercussions :p

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Demonic Spoon** on **October 15, 2009, 09:39:25 am**

I'm not going to though. I'm just prepping my royal quarters and preparing to unleash Project Armageddon.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **skaltum** on **October 15, 2009, 11:06:47 am**

Quote from: Demonic Spoon on October 15, 2009, 09:39:25 am
I'm not going to though. I'm just prepping my royal quarters and preparing to unleash Project Armageddon.

oh gawd not another space program :o

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Demonic Spoon** on **October 15, 2009, 11:29:57 am**

Nah, also this is really weird, there appears to magma appearing form nowhere from the pump on the second to bottom level at the magma pipe.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **skaltum** on **October 15, 2009, 11:31:51 am**

Quote from: Demonic Spoon on October 15, 2009, 11:29:57 am

Nah, also this is really weird, there appears to magma appearing form nowhere from the pump on the second to bottom level at the magma pipe.

say what!? O_o. well this sounds typical of SG the sane years. well thats until barb plays. oh gawd barb brings doom to all. maybe it's a leaky though DS

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Demonic Spoon** on **October 15, 2009, 11:39:13 am**

I checked carefully and didn't see any leaks, oh well, it stopped now in any case.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Demonic Spoon** on **October 15, 2009, 11:40:19 am**

And apparently the dwarves are afraid of getting icky from a slugman touching them or something, even though are covered in mud, blood and vomit. Typical.

EDIT: Umm, whoops, I didn't mean to double post this, oh well.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **skaltum** on **October 15, 2009, 11:42:12 am**

Quote from: Demonic Spoon on October 15, 2009, 11:40:19 am

And apparently the dwarves are afraid of getting icky from a slugman touching them or something, even though are covered in mud, blood and vomit. Typical.

LOL! well with the rocketsnailmen they just turned the shell to face the pipe and activated it :P

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **n.dravid** on **October 15, 2009, 12:55:45 pm**

Quote from: Danarca on October 15, 2009, 09:34:52 am

I see my bridges still hinder the view :p
You know, you CAN deconstruct them without any repercussions :p

The bridges would have come down in my turn if the dwarves weren't terrified of skeletal rabbits and slugmen three stories below. AFAIK they are still waiting to be deconstructed.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Demonic Spoon** on **October 15, 2009, 01:04:16 pm**

Well whoever claimed they had closed off access for fliers was deadly wrong, did someone claim that? Anyway, emergency walling procedures are underway.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Demonic Spoon** on **October 15, 2009, 03:32:03 pm**

Fuck it, after wishing many times that I saved earlier, dying, making stupid mistakes etc. I'm sick of this fortress. ANd I won't really be able to play tomorrow so pass me.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **DaPatman** on **October 15, 2009, 05:40:51 pm**

Are there still places available? If so, I'll take the first open Thursday and attempt to improve on my SG5 performance. (I played for 3½ months, lost of 9 dwarves (one was snatched), 10 dogs and 2 geese, all I contributed to the fortress was a tomb for the parapalegic Dungeon Master, and after uploading the map in the wrong place, interference from RL meant I disappeared from the forums for a month. The worrying thing is I'm fairly confident that's not a record.)

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Demonic Spoon** on **October 15, 2009, 11:02:35 pm**

Added

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **eerr** on **October 15, 2009, 11:59:36 pm**

Quote from: Demonic Spoon on October 15, 2009, 11:02:35 pm

Added

Spoon, I predict you will run sparkgear 7 8 and 9 into the ground.

But I look forward to seeing how you do it.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **rosedrake** on **October 16, 2009, 04:11:02 am**

D: what, why does people keep saying that it leaks, i've continued playing it and no it doesn't leak!

.... how long do you play it before it leaks?

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **AlienChickenPie** on **October 16, 2009, 09:29:35 am**

No word from Frogwarrior. May I have the remainder of his turn?
Frogwarrior's turn is tomorrow, Demonic Spoon's turn is today, and he gave up yesterday. May I have the rest of your turn, DS?

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Frogwarrior** on **October 16, 2009, 12:53:37 pm**

Quote from: AlienChickenPie on October 16, 2009, 09:29:35 am
No word from Frogwarrior. May I have the remainder of his turn?
Frogwarrior's turn is tomorrow, Demonic Spoon's turn is today, and he gave up yesterday. May I have the rest of your turn, DS?

Way to make my heart skip a beat :P
My turn starts in 3 hours, right? Just seeing if I got the hang of this whole "GMT" thing :P

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **nil** on **October 16, 2009, 01:37:26 pm**

Actually it's 4 hours from when you posted (daylight savings time will get you).

I think. (I'm still not 100 percent on this crazy "pip pip cheario would you like a cup of tea"-time)

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Danarca** on **October 16, 2009, 02:20:16 pm**

Its only you americans who wont use a prober method of synchronizing time :(

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Frogwarrior** on **October 16, 2009, 05:43:08 pm**

I take it I'm using darkfragrance's save, and the first-post link has the current SG mod version?
Because if so, it's time to get this train wreck rolling.

Man, I have no clue what all these levers are for, even with the notes. Sigh. Oh well, I thin kmy first order of business should be to make this place arially safe. People seem to keep complaining about that.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **nil** on **October 16, 2009, 10:56:42 pm**

Quote from: Danarca on October 16, 2009, 02:20:16 pm
Its only you americans who wont use a prober method of synchronizing time :(
hey man we don't spend more than the rest of the world combined on our military for nothing

you can pry our archaic and/or idiosyncratic forms of measurement out of our cold dead hands!

On an unrelated, shamelessly self-promoting note, I just posted a mod (http://www.bay12games.com/forum/index.php?topic=43453.0)I'd been working on over in the appropriate forum that causes you to be invaded by 10 different progressively more bad-ass civs. Other than the new entity files, it consists mostly of modifying stuff in creature_standard.txt, so it should be relatively easy to integrate parts or all of it into Dig Deeper (although if you leave the Orcs in they'll probably kill off a couple species in worldgen, heh). I playtested a fortress all the way up to the hardest enemies; sometimes things got pretty tricky, but it was always possible to survive. Most fun I've had since Sparkgear 3; if you guys aren't already satisfied with what you have for a Sparkgear mod you should check it out.

At the least I recommend looking into the Treants--large and nearly indestructible, the treant's method of attack is to wrestle its enemies until they're overcome by exhaustion. When they're too tired to dodge, they get pulverized. Since treants don't carry weapons, they aren't able to kill quickly, but since they're tougher than bronze colossi they're almost impossible to stop.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Frogwarrior** on **October 16, 2009, 11:16:48 pm**

Which lever controls the drawbridge guarding the trade depot? I can't puzzle it out, and pulling random levers isn't helping.

AARGH! This is frustrating! Why won't my six or so dwarves with masonry enable actually do any WORK? They have a clear path to the building and materials, and they just sit there!
Sigh. I can't take this right now. I'll see if I can squeeze some time in the rest of my turn, but I won't be able to get much done other than outfitting the two legendary pump operators with steel armor and weapons.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **nil** on **October 16, 2009, 11:58:03 pm**

Quote from: Frogwarrior on October 16, 2009, 11:16:48 pm
Which lever controls the drawbridge guarding the trade depot? I can't puzzle it out, and pulling random levers isn't helping.

AARGH! This is frustrating! Why won't my six or so dwarves with masonry enable actually do any WORK? They have a clear path to the building and materials, and they just sit there!
Sigh. I can't take this right now. I'll see if I can squeeze some time in the rest of my turn, but I won't be able to get much done other than outfitting the two legendary pump operators with steel armor and weapons.

Make sure the stone the the workshops are made out of isn't forbidden, and that the stones menu (the one from the z screen) isn't restricting your supply.

~~Don't know about the drawbridge, though.~~
Control room is on level 137. To lower the northern drawbridge, you want the left side, centermost lever. To open the retracting bridge that guards the tunnel, use the lever in the lower right corner

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Frogwarrior** on **October 17, 2009, 12:34:58 am**

Actually, I'm trying to get my masons to build constructions. Even putting constructions in places I know they can access (like, right next to them!) with similarly obviously available materials doesn't work.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **nil** on **October 17, 2009, 12:49:59 am**

Quote from: Frogwarrior on October 17, 2009, 12:34:58 am
Actually, I'm trying to get my masons to build constructions. Even putting constructions in places I know they can access (like, right next to them!) with similarly obviously available materials doesn't work.

Where is this? Could it maybe be enemies outside the walls causing job cancelations? Accidentally selecting inaccessible stone? Indoor/Outdoor orders? Hidden and forbidden trash?

Can you start the build job? Does it get canceled, suspended, or never start in the first place?

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Frogwarrior** on **October 17, 2009, 01:03:16 am**

Son of a... I coulda sworn I checked whether or not dwarves were allowed outdoors.
Oh well. Tomorrow, I get to work on the ceiling. And a momument.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Demonic Spoon** on **October 17, 2009, 12:16:24 pm**

Mm, sorry guys was visiting some friends and couldn't get a chance to check the boards, oh well you seem to have gotten along okay without me.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Frogwarrior** on **October 17, 2009, 01:08:20 pm**

Yeah, things are finally working.
Also, I got migrants.
Soap maker, farmer, cheesemaker, marksdwarf, tanner, milker, siege engineer, peasantx3, childx2. Up to 64 now.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Frogwarrior** on **October 17, 2009, 04:07:06 pm**

How the hell do I fight the stupid spirits of stupid fire.

Sigh. I don't know if it's even possible. But at least I found out that flying enemies can move diagonally downwards from right above a fortification! Argh!
Anyway, I've given up and uploaded from right after they arrive on the edge of the map. You deal with it, if you can. I'm going to preserve my sanity.
<http://dffd.wimbli.com/file.php?id=1501>

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Arkaine** on **October 17, 2009, 09:28:39 pm**

~~So then is my turn (the 18th) started? Or do I start tomorrow night?~~

Nvm, read the order on the first post, i'll check out the save!

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Arkaine** on **October 18, 2009, 09:11:16 am**

Wow, I tried a few times and I think I'm too much of a noob to handle that many spirits of fire. I forfeit my turn. Use Frog's save

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Demonic Spoon** on **October 19, 2009, 11:24:15 pm**

Sorry guys won't be very active, got a new puppy, and boy is she a attention whore.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **skaltum** on **October 20, 2009, 07:36:43 am**

where the heck is the deathroad enterance lever. and the lever to the magma resivoir for the magma world flooder?

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **skaltum** on **October 20, 2009, 07:51:59 am**

gah this fort is a total mess. i forfeit. i personally deem it as unplayable BUT anyone can carry on with the rest of my turn IF they can be bothered

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Ezk1** on **October 20, 2009, 08:53:00 pm**

mm.. wheres save?

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **skaltum** on **October 21, 2009, 06:10:54 am**

use frogs save

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Ezk1** on **October 21, 2009, 06:15:30 am**

Daam I dont have time to play today, so skip my turn

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Heron TSG** on **October 21, 2009, 07:45:06 am**

By the 23rd, this fortress shall be glorious!

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **skaltum** on **October 21, 2009, 07:50:38 am**

Quote from: Barbarossa the Seal God on October 21, 2009, 07:45:06 am

By the 23rd, this fortress shall be glorious!

a glorious smouldering crater that is

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Danarca** on **October 22, 2009, 12:58:47 pm**

Any update? :p
Also, what makes this fort so horrible exactly?

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **skaltum** on **October 22, 2009, 01:14:31 pm**

open frogs save and take a look for yourself

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **darkflagrance** on **October 24, 2009, 11:49:24 am**

Is the fortress so deeply in jeopardy now that no one will take up its defense?

Will no one step forward, willing to brave the fires of hell for the glory of dwarfdom?

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **ajar** on **October 25, 2009, 01:38:28 pm**

Hat raise to the one who can play it.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **nil** on **October 26, 2009, 11:54:44 am**

Well, I always hate to bring up the next Sparkgear before the current one is technically over, but then it's been a while since anyone braved a turn on this one anyway. Are we gonna be so luck to have nahkh spearhead number 7, or will the rest of us have to muddle through?

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Danarca** on **October 26, 2009, 01:02:35 pm**

Holy.... Batman....
Ok now I see....
.....
Well, a job well done, a fort so utterly fucked up that none can play it.

I say we lay down a couple of rules for #7 so it's still playable after 2 weeks, shall we?

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **AlienChickenPie** on **October 26, 2009, 02:34:13 pm**

Here are my observations:
1. People are unreliable when booking spots for a DF game weeks in advance. Spots should open up periodically, to make sure people can follow through on their commitment. Opening the spots 3-7 at a time should do it.
2. When a player fails to show up or declines, it's rarely a clear 'no' before the turn begins. It's usually more like a 'sorry' the day after or late in the turn. This means other people who want to play that turn can't, because it still counts as taken. Players should claim their turn a day in advance or up to, say, 6 hours into the turn. Failure to do so should forfeit the turn.
3. Flying SoFs completely raped the fortress and the FPS. No flying SoFs. As en extension, no flaming civs and civs so strong that you end up shutting yourself off completely forever. I don't know much about the effects of flying civs on FPS, but it could make sense to ban them too.
4. The map's small size made it increasingly hard for players to leave their mark on the fortress and build nice things. I know I felt very constricted, and it was just turn 6. Future maps should be larger, but not so large as to make a healthy fortress overly laggy. This requires some testing or polling.

Seeing as DS is going to be busy, and nahkh is nowhere to be read, I humbly request a go at the administrative position. My campaign promise is a community game to which you could set your watch, as well as your funny bone.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **nil** on **October 26, 2009, 03:21:54 pm**

I agree completely with your points, with the small caveat that failures of 1 and 2 were mostly a matter of either nahkh or DS/Barb being busy rather than not trying at all. Historically there would be 2-4 different signup periods, and nahkh was usually pretty strict with being on time for the handover.

But yeah, I recommend a standard 4x4 (give or take a little) map with underground water, magma, and at least two of the following: HFS, evil biome, bottomless pit, or a sedimentary layer. Either use a public mod like Dig Deeper (or Relentless Assault (<http://www.bay12games.com/forum/index.php?topic=43453.0>) ;D) or make sure to test whatever personal thing you've put together beforehand.

But the real key to a good Sparkgear is active administration. A good first post with funny comments on different turns, making sure people get the handoffs right, keeping Barbarossa in check, etc etc. Something like what Nahkh started to do for SG5 (a gradually updated animated picture showing the changes to the fort over the years) would be doubleplusgood. And, most importantly, **if you're losing interest/getting drawn away to other stuff, don't just disappear!** Try to designate a replacement, or at least let everyone else know so they can do it themselves. If you wanna take the lead here, ACP, it's fine by me... just don't half-ass it.

(that's is assuming nahkh doesn't show up, which isn't really a safe assumption)

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **AlienChickenPie** on **October 26, 2009, 04:30:00 pm**

I don't think 1 has a lot to do with their commitment or skill, it's just poor planning on the players' part, which causes problems later on. Even an admisintrator who trolls the thread 24/7 can't do much about a guy who blew off his turn.
2 does depend on active administration, but this can be reduced by defining a grace period. Once the grace period is over, the first person to claim the spot gets it. There isn't any need to mess with stuff like understudies or permission, as the worst thing you could possibly have is a skipped or failed turn.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **nil** on **October 26, 2009, 05:15:23 pm**

Quote from: AlienChickenPie on October 26, 2009, 04:30:00 pm

I don't think 1 has a lot to do with their commitment or skill, it's just poor planning on the players' part, which causes problems later on. Even an admisintrator who trolls the thread 24/7 can't do much about a guy who blew off his turn.

Didn't really mean to say otherwise, just wanted to point out that nahkh used to do exactly what you were talking about. Definitely a good idea to break up the list into smaller chunks.

Quote
2 does depend on active administration, but this can be reduced by defining a grace period. Once the grace period is over, the first person to claim the spot gets it. There isn't any need to mess with stuff like understudies or permission, as the worst thing you could possibly have is a skipped or failed turn.

Sure, if you're lucky you can get people to self enforce. But sooner or later you're gonna have people misinterpret the rules, come up against special cases, that sort of thing, and when that happens it's pretty awesome to have the guy who made the thread around to make judgement calls.

Plus a lot of what I'm talking about is basically cheerleading. Keeping the excitement level high, giving people something to aim for, etc. I think it's good for any succession game, but its especially important with Sparkgear rules since the limited timeframe makes people less likely to write up stories good enough to carry the thread on their own.

edit: VVVVVVVVVV Sounds good to me! VVVVVVVVVV

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **AlienChickenPie** on **October 26, 2009, 06:18:38 pm**

The OP is definitely needed for judgement calls, no question about that. My proposition is to make the rules more permissive of self-management, to make sure the game can still progress in a fashion even if a crisis comes up at a time when the OP is unavailable.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **The Architect** on **October 27, 2009, 01:45:24 am**

So, if I can get this thing playable/working again, is there any interest? Or even if it's technically playable, would it still be too "effed up" for anyone to care? It looks like some of the rules/mods you set for yourselves are now unwanted? I mean free-flying SoFs when the game's flight system isn't even polished yet seems a little over the top.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Danarca** on **October 27, 2009, 02:25:51 am**

Yeah, enforce the old rule where invaders **need** a path into the fortress.
And remove flaming civs ._.

If it goes to hell maybe designate a backup-player, so 2 players each get a turn, and the "main" players turn goes canon if he completes, and if not the backup player goes.

Or maybe, a variation, have 3 players signed up for a turn, and 6 hours before the turn starts player #1 posts on the thread to indicate he's ready.
2 hours before player#2 posts if player# haven't, and if neither have posted when the turns begin player#3 gets the turn.

The organizer would of course have to post in the thread which player gets the canon-turn.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **The Architect** on **October 27, 2009, 02:28:07 am**

Ok, it looks like about a season would be required to clear the FPS problems, and secure the entrance(s). At the current abysmal FPS, that would be hell. The question is, who in their right mind would want to play a succession game on a 1x1? You've all been hanging out with dwarves too long. That's just CROWDED!
On the bright side, 4-5 magma towers could easily clean the main crap off the map periodically.

Suggested ground rules for next game:
A)1 main entrance, period. Heck, you have like 5 and it's a 1x1 map. Why does everyone think they need a new hole in the fort with an extra 4 levers to operate it?
B)1 main vertical shaft, hopefully for mining, living and working. Of course shortcuts will occasionally be needed. Let's not kid ourselves; you are never going to see a playable 150 dwarf fortress on here and have significant pathing problems with this. A 3x3 with up/down stairs along a main hall works GREAT. Like so:

#> <#
#> <#
#> <#
#

C) ONE LEVER ROOM. That's right, ladies and gentlemen, designate a big effing square "THE LEVER ROOM", spell it out in the rock if you have to (like I did in another succession game) and put a (N)ote on every lever. Lock some assholes in there with a few workshops and build an elevator to move goods in and out (dump on bridge x, pull lever x, goods fall to lever room. dump on bridge y, pull lever y, goods fall from lever room). stationing nobles on the platform and dropping them in to always be on lever-pulling call would make the idea even more dwarven than it already is.
D) Don't stockpile crapola. Let's face it, there isn't much use for the 2,000,000,000 large/narrow/small cave spider silk clothing items you get, and even if it was useful, the lag isn't worth it. It's not like you won't have enough trade goods to pay the caravan 100x over for any goods you may want and probably don't really need. Burn/dump the sh*...
E) Discuss and lay a few other ground rules/building strategies/organization plans!! If you have a clear and simple layout, everyone will know where the f* the basics are and still have room for their dwarven ideas.

If there were 6 legendary growers working on those farm plots, they MIGHT be all planted, and if you dedicated everyone in the fortress to agriculture, you would never be able to deal with half the production, or likely even harvest it.

Of course you can say to hell with those suggestions, and you may very well do so. But I am only speaking for the good of Sparkgear...

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Danarca** on **October 27, 2009, 07:21:00 am**

You gave me an idea, **always trade the caravan all of our narrow/large/small items UNLESS it's made of a metal.**

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Heron TSG** on **October 27, 2009, 07:53:12 am**

Yeah, I had a bit more to do this weekend than I thought. I had to finish transposing and learning a piece before my concert.

Ready for #7 though.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **ajar** on **October 27, 2009, 08:39:53 am**

Hehe Architect, it's fukken SparkGear it has no sense. Everyone makes their own projects that never get finished and others just try to built something on them and transform them into something more sensible.

+I'm looking for a 1x1.

Ready for SG7 too

...has sketches for a dwarven Ark...

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **nil** on **October 27, 2009, 10:43:29 am**

Let's not get too overboard on the rules. We need a good site, raws that make it possible to play, and turns that run smoothly. People should label their levers too, I guess. Everything else will work itself out.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **AlienChickenPie** on **October 27, 2009, 10:58:36 am**

Keeping a path open is a good idea. Shutting in makes the game too easy for the players and pretty much ensures that turns will be boring. This is very trivial in a vanilla fortress, but I've never tried it in DD. How easy is it to fend off the orcs without resorting to traps if you start training your army early?

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **nil** on **October 27, 2009, 11:28:53 am**

Orcs are trapavoid anyway, and in my opinion they come way too fast and too hard for an open path rule to be realistic.

edit: that's what she said hay-o

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Danarca** on **October 27, 2009, 12:19:20 pm**

Quote from: nil on October 27, 2009, 11:28:53 am
Orcs are trapavoid anyway, and in my opinion they come way too fast and too hard for an open path rule to be realistic.
edit: that's what she said hay-o

In the chaos surrounding the SoFs I had actually forgot about the orcs...
You're right, the open way is not possible with orcs.
In SG V it took about 10 years before we had a trap capable of defeating the orcs, I don't think a head-on military strategy (Hammerdwarves, axeddwarves) are even possibly unless you outnumber the orcs and your entire military is multi-legendary, or legendary in primary+equipped in adamantite.

Might be exaggeration but I've never seen or heard of anyone defeating an orc siege head-on.

The question then, is if we should even include orcs, do they really add to the SG experience?
Sure, they make it harder, but more in a "Be quick to get everyone inside and get the lever pulled damnit"-way than in a regular way, I don't even know how else DF could be challenging, I'm part of the majority here where the daily routine of a fort is no problem.

Anyone with an idea that wouldn't include practically-speaking invincible enemies?

Also, I vote for a larger map (3x3), so there's room for the megaprojects.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **AlienChickenPie** on **October 27, 2009, 01:05:54 pm**

It shouldn't take a decade to get a trap going if the person constructing it has a clear and simple idea in mind. Designing it in advance and having one of the players construct it as a challenge could make it work better, too.
If the orcs are too strong, we can nerf them. Most of all, we should nerf their speed (compared to normal and definitely compared to the zero speed hover-orcs) to make sure they don't just target a child halfway inside the fortress and run through a dwarven shield.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **nil** on **October 27, 2009, 02:23:24 pm**

Quote from: Danarca on October 27, 2009, 12:19:20 pm
Anyone with an idea that wouldn't include practically-speaking invincible enemies?

I made a mod (http://die motherfucker)for that, actually. I feel really silly self-promoting (and this will probably be the last you hear from me on it), but I made it specifically to provide a challenge that isn't so overwhelming that it forces you to turtle up. It has ten different enemies, all taken from creature standard. The ones that attack early are pretty weak but are followed by progressively more challenging invaders (with the ones in the late game actually being tougher than orcs). I've played through nearly two full fortresses without any major problems and the reviews generally seem to be positive.

OR we could just nerf the orcs a little, or maybe just give them a 3rd or 4th level trigger. Not a huge fan of telling players what to build, although obviously if someone builds a kick-ass magma cannon on the second or third turn they would be awesome.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **The Architect** on **October 27, 2009, 07:01:57 pm**

If you hadn't noticed, the 1x1 last game was entirely built/carved out before two weeks were up. And it leaves you with very little room for fun things like orc arenas. In fact, it's the best way to assure that most players will have almost no room to make their mark. A decently sized map with 3 basic ground rules leaves a TON of room for people to do whatever they want.

Requiring all levers be in a single room and having one main entrance are simple rules of fortress building. Yes, unlabeled levers of doom are awesome. But even on the 1x1 you used this time around, you can't tell for shit where to find any lever that you didn't build. The details of the room, entrance and shafts are always up for discussion, but you even without people who intentionally spread mischief or even intentionally try to ruin the fort or cause it to go bust on others' turns, you need a way to keep things standardized. This is not about restricting anyone's creativity or even stopping all the insanity, it's just about keeping things playable so you can have MORE insanity.

Also, anyone who protects the main shaft with hatches in a world with flying SoF's deserves 4 hammerstrikes. It's not THAT hard to build a retractable bridge over one level of stairs?

Title: **Re: Sparkgear 6: I made the game too hard**

Post by: **nil** on **October 27, 2009, 08:00:35 pm**

Quote from: The Architect on October 27, 2009, 07:01:57 pm

If you hadn't noticed, the 1x1 last game was entirely built/carved out before two weeks were up. And it leaves you with very little room for fun things like orc arenas. In fact, it's the best way to assure that most players will have almost no room to make their mark. A decently sized map with 3 basic ground rules leaves a TON of room for people to do whatever they want.

Yeah, I agree with you here, that tiny ass map was way too cramped.

But everything else you're talking about is just enforcing a certain style of play. For example, I'm not a fan of those vertical staircases. Maybe it's just because I started in 2d, but I prefer more horizontally oriented hallways. Also, having multiple entrances can be very effective if you know what you're doing, as it lets you have some access to the outside world even if siegers are camped outside your main gate.

Besides, like Ajar said there's a definite tradition of "anything goes" in Sparkgear. Have you read the old threads?

Title: **Re: Sparkgear 6: I made the game too hard**

Post by: **darkflagrance** on **October 27, 2009, 09:58:34 pm**

Quote from: Danarca on October 27, 2009, 12:19:20 pm

Quote from: nil on October 27, 2009, 11:28:53 am

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In the chaos surrounding the SoFs I had actually forgot about the orcs...
You're right, the open way is not possible with orcs.
In SG V it took about 10 years before we had a trap capable of defeating the orcs, I don't think a head-on military strategy (Hammerdwarves, axeddwarves) are even possibly unless you outnumber the orcs and your entire military is multi-legendary, or legendary in primary+equipped in adamantite.

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The question then, is if we should even include orcs, do they really add to the SG experience?
Sure, they make it harder, but more in a "Be quick to get everyone inside and get the lever pulled damnit"-way than in a regular way, I don't even know how else DF could be challenging, I'm part of the majority here where the daily routine of a fort is no problem.

Anyone with an idea that wouldn't include practically-speaking invincible enemies?

Also, I vote for a larger map (3x3), so there's room for the megaprojects.

Blah, we would have built a trap capable of killing the orcs from scratch in my single turn, if FPS hadn't forced me to surrender the save.

Title: **Re: Sparkgear 6: I made the game too hard**

Post by: **Heron TSG** on **October 28, 2009, 12:01:35 am**

Quote from: Danarca on October 27, 2009, 12:19:20 pm

Might be exaggeration but I've never seen or heard of anyone defeating an orc siege head-on.

That'd be me, thank you.

Title: **Re: Sparkgear 6: I made the game too hard**

Post by: **The Architect** on **October 28, 2009, 12:56:26 am**

I guess there won't be standardizing in this then. It would be nice to at least know where all the levers are, even if you don't know what they do.

Well if you start assuming things that the rules don't state, like forbidding horizontal hallways to yourself, then yes it would restrict your style. However if you take them at face value and realize that all they do is restrict your number of mining shafts so that everyone has room to build...

All it is supposed to do is centralize your main functions around a single shaft. Of course you can build effing hallways to and from it if you want to. Really? Like the guy who got all pissed I suggested we each build houses for ourselves and lock ourselves in, because he didn't want to kill his character. Well, if you start assuming rules that aren't there like not putting food in the house, then yea your dwarf will end up dead.

Same with having one main entrance. It doesn't mean that there can only ever be one access point, it just means that you keep one single entrance active as your main entrance. If you want to move the entrance, then shut the other one off properly, rather than leaving multiple gaping holes like the last one had. It's just common sense codified so everyone knows what's going on.

Title: **Re: Sparkgear 6: I made the game too hard**

Post by: **ajar** on **October 28, 2009, 04:05:20 am**

Yeah, I'm actually behind something Architect is telling in the end. I had a bad experience in SG5 because I didn't find all the necessary levers and was lead astray by the size of trap complexes, I thought I could drown the entering orcs but instead I had to watch them slaughter the fortress. The lever of doom was fun though but had no real function! I hope there would be more integrity in the next fortress. SG6 can't be compared with SG3, which is btw pretty awesome.

I like the idea of menacing magma cannon completed on the third turn which ever year that may be. And I like the idea of orc arena, that's very dwarven. Combining these two would be even better. But in the end it's all in the letter.... or something

Title: **Re: Sparkgear 6: I made the game too hard**

Post by: **calrogman** on **October 28, 2009, 06:15:32 am**

This is my first contribution to anything involving the Sparkgear series (I have read them all), you guys seem to be obsessed with square maps, why not mix it up a bit? Have an 16x1 instead of a 4x4 for example? I'd really like to see what you could do with a rectangular map, I'd expect something fairly awe inspiring.

Title: **Re: Sparkgear 6: I made the game too hard**

Post by: **The Architect** on **October 28, 2009, 06:41:02 am**

Square maps are easy to work with and offer a lot of diversity. That said, I've enjoyed a 2x6 map before. I imagine anything done on something 16x1 would probably be quite restricted. That's a lot of perimeter to guard relative to the area.

The only unique things I can think of for an area like that involve long fluid flows and would kill the FPS. Log flumes, multistory computers to transport a dwarf from one end of the map to the other, etc.

I would love to see more mechanical options in DF, mainly structures that could travel between z-levels like floating platforms.

Title: **Re: Sparkgear 6: I made the game too hard**

Post by: **ajar** on **October 28, 2009, 07:29:08 am**

Quote from: calrogman on October 28, 2009, 06:15:32 am
Have an 16x1 instead of a 4x4 for example? I'd really like to see what you could do with a rectangular map, I'd expect something fairly awe inspiring.

Ur thinking about Moria?

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Heron TSG** on **October 28, 2009, 08:06:48 am**

More like a long, skinny bloodbath. ::)

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **calrogman** on **October 28, 2009, 10:12:05 am**

I've always liked long, skinny, fortresses, I find they are forced to evolve to overcome restrictions (sometimes) and it can make the fortress feel more natural. Sparkgear has always felt a bit artificial for me, you overcome the challenges provided and then do everything just like you did last time, a long thin map would mean that obstacles are ever-present and would also allow for unique constructions and as we all know, unique constructions = tragic mason deaths.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **AlienChickenPie** on **October 28, 2009, 11:15:11 am**

The length of the perimeter doesn't matter, because the fortress is mostly underground and the size of the outdoor section is up to the player. If it's hard defense that you want, then above-ground with a vulnerable design is a way to go. You could combine this with living rock (for easy construction and engravings) by embarking on a site with a steep mountain and carving buildings out of the side of the mountain.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **nil** on **October 28, 2009, 11:37:08 am**

A long skinny map is an interesting idea...

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Bloogonis** on **October 28, 2009, 12:06:11 pm**

Long skinny with the Relentless Assault mod(ish) sounds awesome. especially if we can force an enemy to navigate the entire length of the map to reach the Fortress proper.

Plus its so much fun fighting Frogmen sieges with a single champion. its like a green red explosion!

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Danarca** on **October 28, 2009, 12:22:33 pm**

I saw your mod in the mods section nil but haven't played it, but I think I'll try it in my next fort :)
I think we should give it a whirl for the next game.
So lets see...

- Don't charge the fucking orcs with untrained civilians. IT DOES NOT WORK. We know. We tried.
- Don't book a turn 2 weeks in advance, you'll forget about it **OR** spots will be opened during the game
- No supercreeps
- No fiery creeps
- *nils mod?*
- **Label your levers!**
- Keep the stones in the fort to about 500~
- Keep the size of the map reasonable. Not too big, **not too small.**
- **if** balanced play (No absolute annihilating creatures) open fortress.
- Play with challenge? (Empty wagon, aboveground, no migrants)

Just trying to keep a list of the proposed changes :)

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **AlienChickenPie** on **October 28, 2009, 12:27:59 pm**

I support the open fortress rule. Without enemies to fend off, the only options for Fun are engineering disasters.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Danarca** on **October 28, 2009, 01:18:29 pm**

With open fortress we would probably *have* to play with nils mod, if we assume it's well balanced.
Not that it's a bad thing, I really wan't to see the mod in action, I guess you can sense that.

Why can't I just try it myself?
I just got Borderlands.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Puzzlemaker** on **October 28, 2009, 02:08:58 pm**

Is borderlands a good game?

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **AlienChickenPie** on **October 28, 2009, 02:25:55 pm**

I PM'd nahkh about my intentions. My plan is to start a pre-game thread if I get a positive answer to get things going in time. If there's no reply, I'll start the game as an unofficial fork and see how it goes from there.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Danarca** on **October 28, 2009, 03:04:50 pm**

Quote from: Puzzlemaker on October 28, 2009, 02:08:58 pm
Is borderlands a good game?

Best I've played in months.
They really succeeded with the whole "It's a FPS with roleplaying elements!" thing.
The graphics were quite the gamble and I must say it paid off, it's really fantastic, and the game engine really handles it well and can pull some really awesome stuff on an otherwise low-end machine, I'd imagine.
The sound really gives it a desolate, alien feel, and the humour is there aswell.
I haven't given ,multiplayer a spin yet, but apparently it's even better single player (which I can easily imagine, 4 players roving on... Yum), which I'm currently playing.

But erh, I think that's a tad offtopic.
But this truly are one of the games you MUST at least try!

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Heron TSG** on **October 28, 2009, 08:11:55 pm**

What about a fortress built entirely aboveground, with the only stone coming from open-air quarries?

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Danarca** on **October 29, 2009, 01:56:21 am**

Quote from: Barbarossa the Seal God on October 28, 2009, 08:11:55 pm
What about a fortress built entirely aboveground, with the only stone coming from open-air quarries?
Could be an interesting challenge, we would need a 5x5 then I think?

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **AlienChickenPie** on **October 29, 2009, 02:55:54 am**

An open air quarry could be interesting, especially if it's located outside of the city walls. It's bound to be a bitch when the goblins show up.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **ajar** on **October 29, 2009, 03:49:10 am**

What about an open fortress aboveground and built on a terrifying seaside on some kind of stone legs from an open quarry. A giant Dwarf Statue with livingrooms and magma cannon sticking out of its pelvis and magma workshops in his eyeballs!

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **AlienChickenPie** on **October 29, 2009, 04:02:42 am**

What I'd appreciate more is the same thing, but carved out of a mountain, like Minas Tirith, Petra or the Crazy Horse monument.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **Danarca** on **November 01, 2009, 08:14:28 am**

So, who'll start SG VII?

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **AlienChickenPie** on **November 01, 2009, 01:42:46 pm**

I've started a thread for Gear Prime, which is currently a fork of Sparkgear, seeing as nahkh hasn't responded with official permission or denial. The game is being run exactly as I would run Sparkgear VII.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **nahkh** on **November 02, 2009, 01:27:09 am**

Dude, you don't need my permission. Sheesh.
Go ahead and call it SparkGear or whatever else you want.

Title: **Re: Sparkgear 6: I made the game too hard**
Post by: **AlienChickenPie** on **November 02, 2009, 03:28:11 am**

Thanks. I really didn't want to end up squabbling over the name, and didn't know you well enough to assume you'd be okay with it.

Bay 12 Games Forum

Dwarf Fortress => DF Community Games & Stories => Topic started by: AlienChickenPie on October 30, 2009, 04:45:25 pm

Title: **Sparkgear Seven - Retarded but Optimistic**
Post by: **AlienChickenPie** on **October 30, 2009, 04:45:25 pm**

Sparkgear 7

Turns

Sunday, November 1: AlienChickenPie
Monday, November 2: Danarca
Tuesday, November 3: nil
Wednesday, November 4: Servu
Thursday, November 5: DaPatman
Friday, November 6: Rosedrake
Saturday, November 7: Ezk1
Sudnay, November 8: Barbarossa the Seal God
Monday, November 9: Bloogonis
Tuesday, November 10: Skaltum
Wednesday, November 11: Lord Shonus
Thursday, November 12: nahkh
Friday, November 13: Squirrelloid
Saturday, November 14: sir labreck
Sunday, November 15: Ezk1
Monday, November 16: The Architect
Tuesday, November 17: nil
Wednesday, November 18: Lord Shonus
Thursday, November 19: The Architect
Friday, November 20: AlienChickenpie
Saturday, November 21: Frogwarrior
Sunday, November 22: Sir Labreck
Monday, November 23: nil
Tuesday, November 24: Danarca
Wednesday, November 25: Greyjoy
Thursday, November 26: Katsuun
Friday, November 27: DaPatman
Saturday, November 28:
Sunday, November 29:
Monday, November 30:

Metagame Rules

1. This is the seventh succession game in the SparkGear line. Each turn is 24 hours, and changeover occurs at 2200GMT. The game is the latest version of DF, using the mod Relentless Assault.
2. Turns are reserved in advance, on a first-come-first-served basis. Newbies and veterans alike are invited. You may also ask to be a replacement for a given day or name a dwarf. To keep things fresh and reliable, slots are opened seven at a time, every Friday.
3. When it's your turn to play, make sure to post something in the thread so we know you're alive. If you don't post something the day before your turn, or within 6 hours of changeover, it is considered forfeit.
4. If you're going to finish late, request an extension from the next player in line. If no request is made, the turn is considered forfeit 3 hours after the changeover time.
5. If your turn is unplayable, it's skipped. Don't submit saves with horrid FPS or goblins in the dining room. Unless they're caged or something.
6. A forfeit turn may be claimed by the first person who asked to be a replacement for that day. Life sign rules still apply.
7. If neither the assigned player nor the replacement show a life sign, the first player to ask for the turn after their time is up receives it.

Game Rules

1. The game is Dwarf Fortress 40d, modded with Relentless Assault (<http://www.bay12games.com/forum/index.php?topic=43453.0>) by nil.
2. Don't shut in, an impenetrable fortress is boring to watch and produces no Fun.
3. Dwarves may only use spaces above ground level. This may be achieved by building up from the ground or by lowering the ground level around a volume of stone. A building may contain one cellar level below the entrance. This is not very well defined, you are trusted to interpret it honestly and well.
4. If you need stone, use an open-air quarry. That means sending dwarves to remove ground layer by layer, creating a large pit.
5. You must maintain the military and/or defensive installations. Sending wave after wave of civilians will only amuse the treants.
6. Make sure your levers are tidily arranged and concentrated. Add a note on each lever. If you fail to do so, no one will use your magma espresso machine.
7. If you feel like you must cheat or reclaim, give people a chance to talk you out of it first.
8. Each player must state a challenge or a goal at the beginning of their turn. These are meant to give players an aim and keep things interesting. Completing the stated goals is recommended but not mandatory.
9. The number of military dwarves shall be at least 40 dwarves or 40% of the population. Military dwarves are those in active service, or Elites temporarily deactivated to crosstnain with civilian jobs.

Challenges

Players may choose to take on one of these challenges, or make up their own.

- Make the water generator repeatable by exploiting the fact that water tiles get "topped up" while frozen
- Build Indifference Hospital, a magma heated hospital with good access to drinking water
- Find an entertaining or productive way to dispose of or utilize prisoners of war
- Enhance the fort's skyline with more tall or pretty structures
- Design a new and exciting trap to kill or capture invaders

Title: **Re: Gear Prime - A Sparkgear fork - Pregame Discussion**
Post by: **DaPatman** on **October 30, 2009, 05:32:59 pm**

Those rules look like they should work fine. (Or at least better than SGVI. (Then again, any ruleset that doesn't include a civ of HFS is infinitely better than any ruleset that does.))

Put me down for Thursday.

Title: **Re: Gear Prime - A Sparkgear fork - Pregame Discussion**
Post by: **Heron TSG** on **October 30, 2009, 10:28:10 pm**

4x4, haunted or terrifying oceanside. Magma a must-have.

Title: **Re: Gear Prime - A Sparkgear fork - Pregame Discussion**
Post by: **HFS** on **October 30, 2009, 10:57:10 pm**

I'll just take a dwarf, any dwarf is fine, at any time, as well.

As for a location...

3x3/4x4/4x3/3x4 Terrifying area, magma, and HFS. Yes, open air mining. But still, who DOESN'T want Fun? xD

Title: **Re: Gear Prime - A Sparkgear fork - Pregame Discussion**
Post by: **darkflagrance** on **October 31, 2009, 04:26:02 am**

Obisidian farms are fun, so infinite water source if possible. Also, maybe we should mod in orcs over something like humans.

It would be good to get a world where all world gen civs survive as well to maximize the first-time experience of RA.

Also, if even replacements fail, turn is open to first poster.

Title: **Re: Gear Prime - A Sparkgear fork - Pregame Discussion**
Post by: **Squirrelloid** on **October 31, 2009, 05:08:14 am**

Quote from: Barbarossa the Seal God on October 30, 2009, 10:28:10 pm

4x4, haunted or terrifying oceanside. Magma a must-have.

If it ends up being this i'm totally playing. Especially if land space is limited and there's a lot of ocean tiles. You know what that says to me? Glass fortress on the sea floor! (mmmm... !!ignite!! in magma-proof bins...)

Title: **Re: Gear Prime - A Sparkgear fork - Pregame Discussion**
Post by: **darkflagrance** on **October 31, 2009, 05:16:24 am**

Gear Prime: over 9000 leagues under the sea

Title: **Re: Gear Prime - A Sparkgear fork - Pregame Discussion**
Post by: **Ezk1** on **October 31, 2009, 05:30:45 am**

If I understood right, you can only go 1 z-level down, and use that as cellar.
And for the "open air mining", can you do it like this

MMMMMMM
MCCCCCM
MCCCCCM
MCCCCCM
MMMEEMM
ggggggggg
ggggggggg

M=Mountain
C=cave where you get stones
E=Entrance
g=ground

Ofcourse, this would be happening only at 1 z-level, not going up or down.

Or did you mean that dig EPIC hole in the ground,get stone this way, and see what we do whit it in end of month :D (Make it pretty wide to every direction, and then BIG bridge on it, there is place where legends born, and great fights for safety of fortress will be fight!).

Title: **Re: Gear Prime - A Sparkgear fork - Pregame Discussion**
Post by: **Servu** on **October 31, 2009, 05:39:22 am**

Quote from: Squirrelloid on October 31, 2009, 05:08:14 am

Quote from: Barbarossa the Seal God on October 30, 2009, 10:28:10 pm

4x4, haunted or terrifying oceanside. Magma a must-have.

If it ends up being this i'm totally playing. Especially if land sp+ace is limited and there's a lot of ocean tiles. You know what that says to me? Glass fortress on the sea floor! (mmmm... !!ignite!! in magma-proof bins...)

This! Anyway, I can take Wednesday. I have all day free.

Edit: By the way, I live in eastern Europe, so my turn begins at midnight here. I might need to sleep over the night before starting so my reply can get delayed by 12 hours tops. (I usually wake at noon)

Title: **Re: Gear Prime - A Sparkgear fork - Pregame Discussion**
Post by: **AlienChickenPie** on **October 31, 2009, 06:46:17 am**

Open air quarries could go as deep as you'd like them to be. Just go one level below the surface and designate a large rectangle of up ramps. After they're done, designate all but a few of the ramps for removal. This clears the first layer and gives you the stone in it. Repeat this method as many times as you'd like. A few game decades of digging could leave you with a giant hole in the ground where you could build interesting stuff.

You could also do this in a fashion by shaving off one side of a mountain, or working from the mountaintop.

Also, I can see some cases that could be an exception, such as tunnels bored through the mountain or magma pumping machinery.

The world is genned, and I'm looking for sites. The map has an evil ocean, which includes terrifying areas. The shoreline has no magma, but there is at least one woodland biome bordering the ocean, as well as sedimentary stone everywhere. Looking for magma pipes with the site finder found mostly uninteresting sites with no sedimentary stone. I'll be looking for more sites with the site finder, but it's my personal opinion that an oceanside terrifying site with a decent amount of stone and sedimentary layers (full of delicious coal and iron ores) could make up for the lack of magma, and make things more challenging.

Quote from: Servu on October 31, 2009, 05:39:22 am

Edit: By the way, I live in eastern Europe, so my turn begins at midnight here. I might need to sleep over the night before starting so my reply can get delayed by 12 hours tops. (I usually wake at noon)

This is okay. Just make sure you make your presence known on Tuesday. If you'll need time on top of the 12 hours you'll have left, feel free to ask.

Quote from: darkflagrance on October 31, 2009, 04:26:02 am

Obisidian farms are fun, so infinite water source if possible. Also, maybe we should mod in orcs over something like humans.

It would be good to get a world where all world gen civs survive as well to maximize the first-time experience of RA.

Also, if even replacements fail, turn is open to first poster.

I have no problem with adding modifications on top of the mod, but I'd also like to give nil a chance to see his mod in action and improve it. Unless you're aware of some serious issues with the mod that need fixing for proper gameplay, I suggest we start using it as it is and find out what it's like before we start adding or changing things.
As for replacements, I'll add that. If neither the player nor the replacement show a life sign, the turn goes to the first person to ask for it after the time is up.

Title: **Re: Gear Prime - A Sparkgear fork - Pregame Discussion**
Post by: **rosedrake** on **October 31, 2009, 09:14:37 am**

i'm taking spot number 6.

for the open air quarry to not be depressing, we'd need... a non aquifer map.

the map had better be a 3x3... i agree with the oceanside thing! make half the map the sea.

please give the dorves novice swimming as a starter skill.

Title: **Re: Gear Prime - A Sparkgear fork - Pregame Discussion**
Post by: **Squirrelloid** on **October 31, 2009, 03:06:23 pm**

For the seaside, especially a large swath of sea with the intention of building below the waves, magma is absolutely essential and not replaceable. You need to be able to cause lignite -> !!lignite!!.

Title: **Re: Gear Prime - A Sparkgear fork - Pregame Discussion**
Post by: **AlienChickenPie** on **October 31, 2009, 04:09:06 pm**

Why bother with more than two or three tiles of ocean? Is there something to gain from having a large amount of ocan tiles? As for ocean-side magma, I'll try genning another world and see if I find any.

Title: **Re: Gear Prime - A Sparkgear fork - Pregame Discussion**
Post by: **DaPatman** on **October 31, 2009, 04:53:52 pm**

Quote from: AlienChickenPie on October 31, 2009, 04:09:06 pm

Why bother with more than two or three tiles of ocean? Is there something to gain from having a large amount of ocan tiles?

No point having a fortress in the ocean if there's barely any ocean for it to be in.

Title: **Re: Gear Prime - A Sparkgear fork - Pregame Discussion**
Post by: **skaltum** on **October 31, 2009, 05:07:18 pm**

3x3 magma and HFS. lowlands if possible :D and i'll take the 4th

Title: **Re: Gear Prime - A Sparkgear fork - Pregame Discussion**
Post by: **AlienChickenPie** on **October 31, 2009, 06:02:37 pm**

It took three world-gens, but I found a site that could work. It's a terrifying glacier bordering an arctic ocean. It has a magma pipe and a sedimentary layer. There's a small strip of ocean bordered by ice on two sides, plenty of potential for construction. We'd have to handle skeletal polar bears and the like, and judging by reports from the Relentless Assault thread, the cold could damage invaders.



Another option is an evil jungle I found in one of the genned worlds, it has plenty of volcanos. The tradoff is sedimentary stone vs. a stream. The only sedimentary stone I could find near a volcano was located in an area with no streams, but a brook is mentioned in the embark screen. The underwater building could be located in the quarry, which would be flooded eventually.

Title: **Re: Gear Prime - A Sparkgear fork - Pregame Discussion**
Post by: **nil** on **October 31, 2009, 07:16:15 pm**

Hey, I'm gonna put up a new version of the mod tonight. Shouldn't matter for world gen, though, just a few balance issues, that sort of thing.

Title: **Re: Gear Prime - A Sparkgear fork - Pregame Discussion**
Post by: **Squirrelloid** on **October 31, 2009, 09:07:12 pm**

Hmm... the ocean thing would work best if it was like a 3x5 or 3x6 embark with 3x3+ of it being ocean. There seems to be some confusion as to what exactly I was thinking of...

- Here's how it works:
- Step 1: build a magma duct out to the edge of the ocean. This takes time, but its for awesome. Have some strategically placed hatches
- Step 2: place some magma-safe bins with lignite (or similar) in them over the hatches
- Step 3: Complete the following reaction: magma + bin (Lignite) -> bin (!!lignite!!)
- Step 4: drain magma off somewhere (leaving a little bit is ok)
- Step 5: open hatches, dropping bins (!!lignite!!) into ocean near map edges, watch oceans evaporate as your heat generator that is impossible to put out vaporizes all the water. You now have empty ocean bottom.
- Step 6: build up from ocean floor level in what would be 6 z-levels of water.
- Step 7: replenish bins (!!lignite!!) occasionally - they eventually burn out.
- Step 8: finish construction
- Step 9: don't replace bins (!!lignite!!) - water fills in around your fortress, which is now built on the sea floor in many z-levels of water and from *not* obsidian.

Title: Re: Gear Prime - A Sparkgear fork - Pregame Discussion
Post by: AlienChickenPie on November 01, 2009, 02:01:28 am

This small sliver of ocean is more than enough for an underwater structure. Considering Sparkgear 6 was completely contained within a 2x1 area, and the result was merely constrictive for an entire fortress containing dozens, such a spot would be adequate for a well planned structure constucted of individually crafted glass blocks. As an added bonus, the spot would only have one tile length of water perimeter, reducing the amount of lignite you'd have to drop. While we're at it, the lignite method worries me, because water will be trying to rush into the empty construction site throughout the construction process. It sounds like a serious FPS hit, and a save with unplayable FPS gets skipped. Not everyone will be willing to brave single-digit FPS just to build an underwater structure, so make sure it's a viable idea for this game.

Title: Re: Gear Prime - A Sparkgear fork - Pregame Discussion
Post by: Squirrelloid on November 01, 2009, 02:55:30 am

How deep is the water? If its one or two z-levels its (1) not especially awesome and (2) there are easier ways to do it (massive pump battery).

I mean, the real awesome is the fact that you can build in what was or would be 10+ z-levels of water. To get 10+ z-levels of water, you need to get away from the shore.

Title: Re: Gear Prime - A Sparkgear fork - Pregame Discussion
Post by: darkflagrance on November 01, 2009, 03:38:04 am

Quote from: AlienChickenPie on November 01, 2009, 02:01:28 am
This small sliver of ocean is more than enough for an underwater structure. Considering Sparkgear 6 was completely contained within a 2x1 area, and the result was merely constrictive for an entire fortress containing dozens, such a spot would be adequate for a well planned structure constucted of individually crafted glass blocks. As an added bonus, the spot would only have one tile length of water perimeter, reducing the amount of lignite you'd have to drop. While we're at it, the lignite method worries me, because water will be trying to rush into the empty construction site throughout the construction process. It sounds like a serious FPS hit, and a save with unplayable FPS gets skipped. Not everyone will be willing to brave single-digit FPS just to build an underwater structure, so make sure it's a viable idea for this game.

In addition to what Squirrelloid said about the importance of ocean depth, having more ocean also allows for a bigger, grander ocean structure: after all, once the walls have been laid, the ocean can be let back in, and then the fortress can grow from there. If we include the sea, we should make it a more significant focus.

Title: Re: Gear Prime - A Sparkgear fork - Pregame Discussion
Post by: nil on November 01, 2009, 04:14:53 am

Okay, got version 1.0 of Relentless Assault up. It adds a new trading race, which was a common request, as well as fixing a couple bugs and boosting megabeasts. You should be able to regen the world using the same seed and get the same site.

And if you're signing up people for rounds yet I'll take whatever's closest.

Title: Re: Gear Prime - A Sparkgear fork - Pregame Discussion
Post by: Squirrelloid on November 01, 2009, 05:40:38 am

I suppose it should be added that either everyone is on-board with the idea of building on the (deep) sea floor or we should scrap the idea. This is a multi-year, probably decade-long, project that either we're doing as a group or we're not. Heck, laying the magma-duct groundwork will probably take a full year or so of fortress time.

(I'd also recommend putting an immigration/birth cap on population to avoid total FPS kill, in order to accomodate the additional FPS demands imposed by playing with water and magma. ~50 dwarves should be sufficient without killing FPS for most people too much).

Title: Re: Gear Prime - A Sparkgear fork - Pregame Discussion
Post by: AlienChickenPie on November 01, 2009, 01:40:12 pm

If it's a matter of committing to it or not, I'm going to have to go with no, unless you can convince me that this would be more fun than urbanizing a terrifying jungle or forest. Seeing as nil provided us with a new version of the mod, I've genned a new world. It has a generously sized evil ocean, which I explore after I get home in a few hours. Preliminary exploration reveals plenty of evil land sites with sedimentary stone. I suggest we dwarf up and try to make do with coal-based forging. Discuss all of that and I'll be back to piece together some kind of acceptable solution. Also, to state the obvious, my save won't be up in three and a half hours. I hope to have the save files up tomorrow.

Title: Re: Gear Prime - A Sparkgear fork - Pregame Discussion
Post by: Danarca on November 01, 2009, 02:50:58 pm

Can I have spot number 2? ;)
Also, any decent Sparkgear **MUST** have magma, so thats in.

Haunted regions get depopulate after a decade, so I don't think that's worth it.

A permanent water source is of course also a must.

An aquifer could make the quarry fun, but only for the person who have to breach it, so thats not really worth it either.

So I'll suggest a large site (We're building aboveground!), 4x4 or 5x5, with magma, flux and iron, which means it'll have to extend over 2 biomes to get the features.

Title: Re: Gear Prime - A Sparkgear fork - Pregame Discussion
Post by: Servu on November 01, 2009, 03:35:33 pm

I for one am interested of contributing to a huge underwater project.

If we are going to be playing in the mainland, I do second Danarca. Magma (pipe) and sourced water are a must to keep the place interesting.

I recently got a really great worldgen with the dig deeper, but I have found that the parameters I used are prone to generate very interesting regions almost every go. I urge you to have a go.

The parameters are here (<http://www.bay12games.com/forum/index.php?topic=44142.0>)

Title: Re: Gear Prime - A Sparkgear fork - Pregame Discussion
Post by: ajar on November 01, 2009, 04:08:49 pm

I might want to participate on spot number 3 but...

is it taken? And rather later to drastically modify your efforts with my superb ideas =D

Title: **Re: Gear Prime - A Sparkgear fork - Pregame Discussion**
Post by: **Heron TSG** on **November 01, 2009, 08:01:16 pm**

I believe that the thread name should be changed to "Sparkgear - The Magnificent Seven" after a movie with a similar name.

"They were seven - And they fought like seven hundred!"

"An oppressed village assembles seven gunfighters to help defend their homes"

Because of these, we need a ~~machinegun~~ crossbow corps of seven.

Title: **Re: Gear Prime - A Sparkgear fork - Pregame Discussion**
Post by: **AlienChickenPie** on **November 01, 2009, 09:13:01 pm**

The game is on. I settled on a site with magma, ice, sedimentary flux and a terrifying tundra. No running water, but ice crushing should be enough to keep the fort going.

The first post is updated with the turns. Danarca's turn on Monday, which technically began a hour and a half ago, will be shorter than usual, possibly much shorter than usual. If you'd like another turn, you can have Saturday.

1st Granite, 301
Log of Datan Zoncatten, Iron Chef

We have arrived. It's snow as far as the eye can see. I can feel the cold on my chin, but I don't believe a beard would have helped much at this temperature. Our most basic dwarven urges tell us to burrow and secure basic shelter before we all freeze to death. As members of the Human Appreciation Club, we resist those urges and work to emulate superior human culture, through construction among other things. In fact, we are the first of our club to apply our passion at this scale.

Two of us have begun work on our First Hall, carved out of the rock but standing proudly above the ground. Meanwhile, I'll be using my traditional human metalworking techniques to prepare picks and weapons.

Log of Mebzuth Kosotherith, Perforator

This is ridiculous. The Crown was dumb enough to send a bunch of delusional fools to build a city on the ice, but smart enough to send armed guards with them. Logem and I are here as guards, and we're both mountainhome girls, not built for this kind of weather. Datan denied our request to mine our own dwarven lodgings, because, in his words, it would "stifle immersion." At least he's enthusiastic enough about his "traditional human metalworking techniques" to make Logem a hammer instead of the one he made her leave behind for the sake of more of men's best friends, whatever those may be. Hopefully, they weren't the turtles, because all they're good for now is eating.

3rd Hematite, 301
Log of Sigun Uremsodel, Micronutrient Iron Chef

It's summer, or so says the calendar. Our two miners are still working on the First Hall and the farm building, and Datan just finished the copper pick he's been talking about for weeks. It's about time, because I've been getting tired of him asking me to cook him turtle pasta. I would love to make some, but he's been too busy instructing the miners to make sure the buildings match some sort of code he pulled out of his ass. When I told him about the southern human civilizations that utilized shallow caves, he scoffed and mumbled something about dwarven influence. Sometimes, it seems like he's more about distancing himself from the dwarven race and less about recreating human lifestyles. He still goes for the booze, though. Hypocrite.

23rd Hematite, 301
Log of Cog Arroskol, Arts and Crafts

The dwarves from the mountainhome are here. They seemed baffled and mildly entertained by the sight- two yet to be hollowed out houses carved out of the mountain, some workshops strewn around and a mound of snow that contains our wagon. You sure don't see anything like that in human towns. I made them some of the gearbox models they never get enough of back home, and in exchange we got some leather, cloth and cow's milk. Cow's milk cheese is great, so I'm not complaining.

Log of Datan Zoncatten, Iron Chef

Trading could have been better. The grand tour of the premises, which I offered to the traders, was cut short by a mining accident. Tulon, one of our miners, fell two storeys down while working on the roof of the First Hall. He broke his right hand and got some nasty abdominal wounds, but went right back to work. I will later congratulate him on his show of manl... Oh, crap. It happened again. He and cog fell down again. None of Tulon's wounds got worse, and Cog didn't break anything. Good show.

18th Galena, 301
Log of Datan Zoncatten, Iron Chef

Our first two structures are finally done, and as I write these words, our farmers are preparing farms. The next item on the agenda is to clear the First Hall and furnish it, and then arrange for dwellings on the second storey. Despite our raging success so far, two things worry me- the lack of migrants and the lack of a human caravan. This is the most successful dwarven human town in recent history, yet not a single visitor came except for those legally mandated to. I'm stumped.

17th Moonstone, 301
Log of Datan Zoncatten, Iron Chef

The gnomes are here! We have given them some of our prepared food and stone mechanisms in exchange for large amounts of human booze, a veritable zoo of meats and some plants to boot. They also seemed happy about their profit margins.

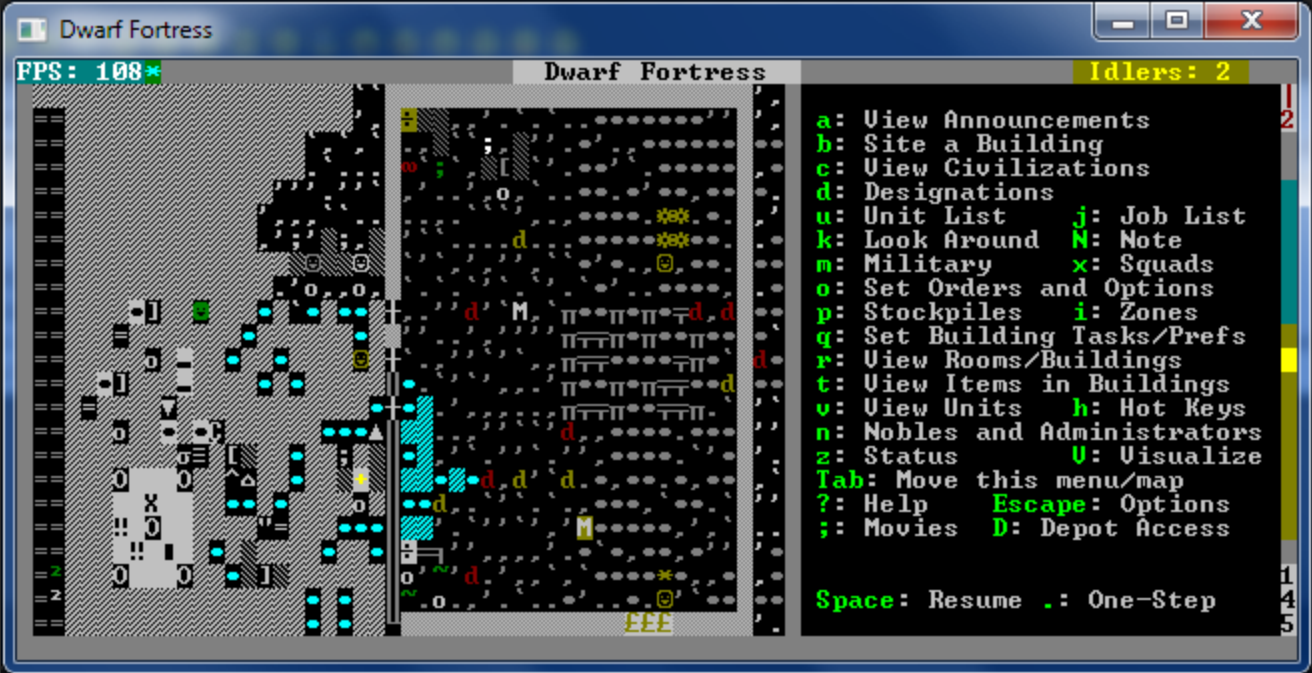
After I wrapped things up with the gnomes, I went right back to the construction work. We're currently preparing our third building, an apartment complex. It will be half as large as the First Hall, and contain rooms for all of us. Hopefully, it will shut those spoiled guards up.

1st Granite, 302
Log of Datan Zoncatten, Iron Chef

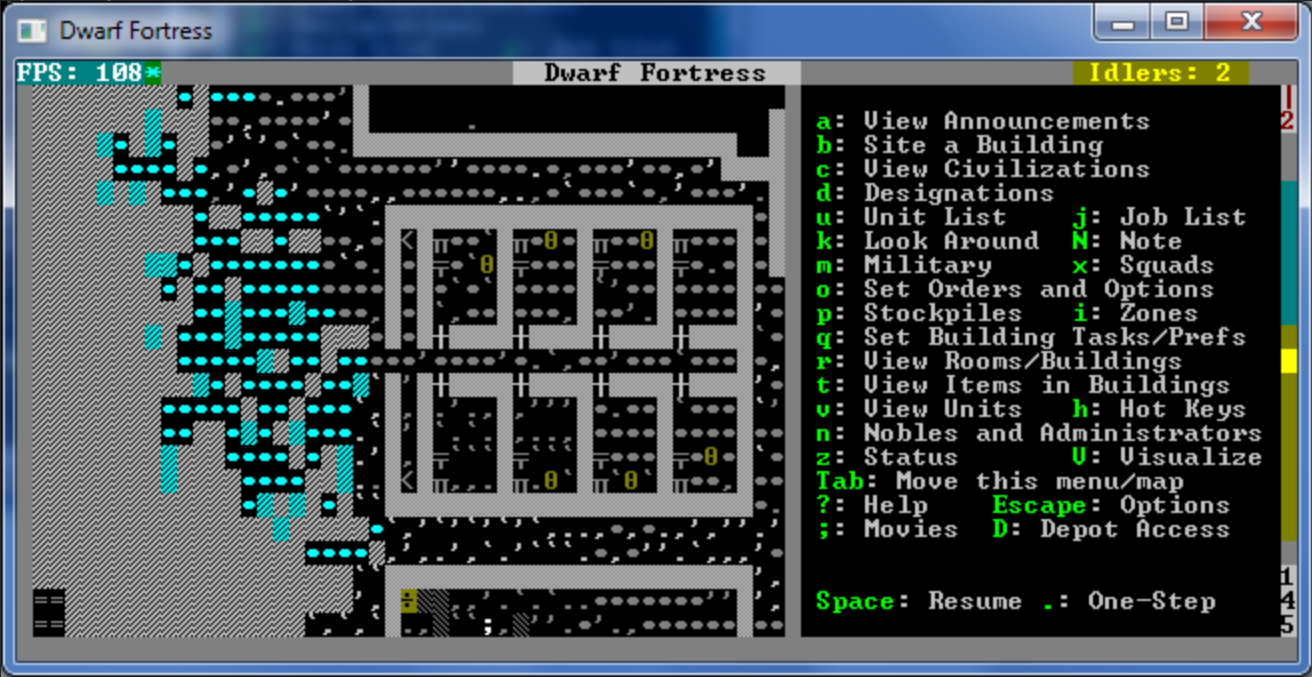
The apartment building is done. It has eight rooms, each one already furnished with a door, a chair and a table. The beds haven't been installed as an act of support for Tulon, the injured miner. If we allow him to succumb to dwarvenly rest, he will surely die in the cold, so he must not be allowed the comfort of a bad, and neither must we, until his hand mends.

This concludes my first year as the expedition leader. With housing and feeding taken care of, my successor is free to bother with industry, defense or the replication of human clothing fashions in dwarven form factors.

[Spoiler](#) (click to show/hide)



Spoiler (click to show/hide)



Save coming soon.
<http://dff.wimbli.com/file.php?id=1549>
Here's the save. Have Fun, danarca.

Title: **Re: Gear Prime - A Sparkgear fork - Pregame Discussion**
Post by: **nil** on **November 01, 2009, 09:32:47 pm**

Is there bauxite? Without a drawbridge, we're gonna need some sort of high powered trap to take care of the werewolves. What are your feelings on traps that temporarily close off the fortress, like a string of retracting bridges that opens to cause everyone on it to fall a few z-levels?

Title: **Re: Gear Prime - A Sparkgear fork - Pregame Discussion**
Post by: **AlienChickenPie** on **November 01, 2009, 09:40:12 pm**

I built a similar thing for a succession fortress with the open fortress rule. It was a redundant (but favorable pathing-wise) passage that could be closed by drawbridges and then flooded or (unimplemented) magmatized. If you use redundant shortcuts for the traps, you can do whatever you want with them without sealing off the fortress.

Also, if the werewolves are likely to come sooner rather than later, consider butchering the dogs and a muskox or two to make crossbows and bolts for the population.

Title: **Re: Gear Prime - A Sparkgear fork - Pregame Discussion**
Post by: **darkfragrance** on **November 01, 2009, 10:29:05 pm**

Argh, I would take Saturday, but I'll be gone for the weekend. I'll be back for the 14th when it's open.

May I suggest uploading the entire folder at least once so we play with the same init, mod version, etc.?

Title: **Re: Gear Prime - A Sparkgear fork - Pregame Discussion**
Post by: **Danarca** on **November 02, 2009, 12:55:44 am**

wat.
You named the fort Waxfountain! >.<
Alright died to the 2nd Lizardman siege, was else a pretty good story so far, including a scrabble over *the* last barrel of booze in the fort.

I'll restart though :p

Title: **Re: Gear Prime - A Sparkgear fork - Pregame Discussion**
Post by: **Danarca** on **November 02, 2009, 03:06:07 am**

1st Granite 302
I, Danarca Roofyells the Stoner have been appointed leadership over our little hole in the ground.
We'll, that'd it normally be, if it weren't for the restrictions the kingdom have bestowed upon this place.
Time to plan...

14th Granite 302
After 2 weeks without many problems, just carving out a block for the industry bloc, a "siege" arrived.
As in 6 *unarmed* lizardmen and 2 with whips.
I've sent the perforator out on a patrol.

22nd Granite 302
The siege have been broken, but not without sacrifices.

AlienChickenPie died together with our micronutrient cook when they were checking out a magma pipe together ACP found.
Their sacrifice shall not be in vain...

5th Slate 302

I have assumed many of the practical duties of ACP, and the tenderizer have begun training war dogs.

7th Hematite 302

Hey log, long time no see... Just writing to know how you're doing.. Yeah? Gathering dust? What a coincidence, I'm also gathering dust!
It's a very interesting hobby don't you think log? Oh, apparently there's traders log, I'll write in you later, ok?

13th Hematite 302

A siege came today, frogmen.
I could probably take on their entire kingdom without a scratch..
Wait a.. That's my handwriting..

I must be going mad, I can't remember anything from 7th Hematite.. This place, the loneliness...

15th Hematite 302

I traded some roasts for seeds, booze and food.
I'll order wood and booze for next year.

17th Hematite 302

The tenderizer have been engraving in her spare time, unfourtantly there's not much to tell about.
So we all agreed to choose her as the expedition leader so she have something to engrave about!

23rd Malachite 302

I got good news, bad news and more bad news.
The good news first: We've filled the magma resevoir to heat the glacier, and it works!
The bad news, the chamber overflowed back up the stairs due to pressure.
And more bad news; Cog of arts and crafts died from it. He was the pumper.
So we're down to 4 dwarves strong.

Title: **Re: Sparkgear - The Magnificent Seven**
Post by: **AlienChickenPie** on **November 02, 2009, 03:38:32 am**

The fortress needs more cannon fo... working hands.

Title: **Re: Sparkgear - The Magnificent Seven**
Post by: **Danarca** on **November 02, 2009, 05:22:30 am**

Yep >.>
I'm in school now and will be home to play in 7 hours :(
Long time... *sigh*

Well, we still got the 2 dwarves ready for military duty, and they're both able to dress out in full steel due to 2 caravan guards getting killed by frogmen (ZERG'D!).
So it's not all too bad, I think we got 600~ booze, too, and lots of seeds.

If you see away from the serious lacking in ~~man~~dwarfpower, we're in the best shape so far!

EDIT:
I gots a headache :(
Going home, will see if I can pull myself together to play the turn complete, else I'll upload the save so far.

Title: **Re: Sparkgear - The Magnificent Seven**
Post by: **Heron TSG** on **November 02, 2009, 09:02:35 am**

EH-EH-EH-EXCELLENT.

I can't wait for the turn I'm calling on the 8th (Can't be any earlier than that, unfortunately.)

Title: **Re: Sparkgear - The Magnificent Seven**
Post by: **Ezk1** on **November 02, 2009, 10:11:21 am**

I missed my turn in last Sparkgear (damm you real live!), so i wanna saturday aka 7th turn.

Title: **Re: Sparkgear - The Magnificent Seven**
Post by: **Danarca** on **November 02, 2009, 11:43:04 am**

22nd Galena 302
Dear log,
today the perforator was killed by an ice wolf.
We decided to name him Equalburial. As in, me and that lovely engraving of a smily sun tenderizer once made for my birthday.
I named him Harry, log.
Today was a good day.

26th Galena 302

Build wall outside.
Good for lungs.

11th Limestone 302

Lizardmen arrived today.
We're bringing out the goods.

14th Limestone 302

They entered the apartments and tore the tenderizer apart in his sleep.
The tenderizer... My lover..
Me and the conjurer of liquids are safe, I locked myself in the great hall, and him in his own room.
I'll dig a tunnel to him so he can get out of there.

25th Limestone 302

They left us now, but we're down to 2 dwarves..
We'll have to produce some goods so migarnts will travel here!
I think cooking might do the trick...

11th Sandstone 302

Good heavens! Our first migrant wave! FINALLY NEW STORIES!!
I have never been so happy to see a fish dissector, woodcrafter and a lye maker before!

1st Timber 302
After rethinking the defensive situation, I've orderered one of the new guys to pick up a crossbow and learn how to use it.

28th Timber 302
We've dug out some pockets for coffins in the Escape Tunnels, and filled them with our comrades.
Our new marksdwarf is still lacking a lot to be a threat even towards a frogman.

10th Moonstone 302
A gnomish caravan have arrived!
We bought all their booze, foof and seeds.

5th Granite 303
Construction on the smithy is going along just fine.
I'm personally carving it out of the very glacier! Exciting!

Title: **Re: Sparkgear - The Magnificent Seven**
Post by: **AlienChickenPie** on **November 02, 2009, 11:51:18 am**

Lizardmen entering the apartment complex and killing soldiers is their sleep?
That's the kind of stuff I was hoping for when I started building this place.

Title: **Re: Sparkgear - The Magnificent Seven**
Post by: **Danarca** on **November 02, 2009, 01:02:12 pm**

Was pretty bad, I honestly didn't think I'd make it, 2 dwarves left?
The 3 migrants really sped up things :)

Title: **Re: Sparkgear - The Magnificent Seven**
Post by: **Danarca** on **November 02, 2009, 02:39:21 pm**

15th Granite 303
A siege appeared over one of the snow-mounds.
One of the migrants tells me there's **4** local leaders in it!
I'm going to tell everyone to lock all the shit up.

18th Slate 303
I made a song today, it goes "Life ain't a prison, duh duh duh", and then you repeat that line.
It's pretty *funky* if I may say so!

7th Hematite 303
Dear log,
time sure goes by fast when you make door!
I sure do love me some doors!

13th Hematite 303
The marksdwarf says he don't trust the new archery target we set up, so we've allowed him to return to normal duties until further notice.

15th Hematite 303
The dwarven caravan arrived today, and at the sight of it, the lizardmen fled!
JOYJOYJOYJOYJOYJOYJOYJOYJOYJOY SUNSUNSUNSUNSUNSUNSUNSUN SNOWSNOWSNOWSNOWSNOWSNOWSNOWSNOW

16th Hematite 303
AAAAAAAAARRRRRRRRRRRRRRGGGGGGHHHHHHH!
ONE DAY OF FRESH AIR IN THIS HOLE AND MORE LIZARDMEN BESIEGE US!
These aren't armed with bows though, we'll throw rocks and words at them! HAH!

20th Hematite 303
Haha! The caravan guards decimated a squad!
That effectively broke the siege!
Now we can trade!

18th Malachite 303
Migrants arrived today!!
A weaver, a weaponsmith and 2 peasants!
The peasants are going in the military, maybe we'll repel the lizardmen next time!

9th Limestone 303
I wonder why our 2 new recruits aren't sparring...
I've told them their not on duty, I've designated an old bedroom to be the official barracks.
Strange...

16th Limestone 303
A kobold ambush.
This could get ugly...

21st Limestone 303
It was all very hectic, but apparently the kobolds caught one of the recruits outside alone and teamed up on him.
Then some of them snuck into the apartment after the other but was smacked by our marksdwarf.
Then 2 forced their way into the great hall, where they were ripped to shreds by our pack of dogs.

4th Sandstone 303
Migrants, again? Wow...
A carpenter, animal dissector and a peasant.
Well, there's a spot open in the military!

1st Moonstone 303
We've decided to let our 2 recruits spar with warhammers.
I just hope they don't smash each others brains out in the progress..

4th Moonstone 303
Surprisingly we're still out in the free.
I've begun planning a little home of my own.

12th Moonstone 303

The gnomish caravan arrived today.

1st Granite 304

Ah, up again!
I had an unfourtante mining accident and had to spend a few weeks in my bed, but now I'm up!

Log of the Conjurer of Liquids, 6th Granite 304

Danarca died today. He was working on the last few touches of the smithy, when he was ambushed by a fire imp.
I've known the dwarf for a long time, and we've been through much, the guy even saved my life...
We were here together, for a long time, I don't know how long.. We told each other stories to keep up the mood, when all stories were told, we made up stories, when our imagination couldn't produce more stories, we began to collect stones that looked liked celebrities.
I think Danarca finally snapped when we had the whole collection.
Poor guy..
As the last founder, it is my duty to carry on this fort.
I shall rename to 'Danarces', rougly meaning "The pupil of Danarca".
I am Danarces, the Last Founder.

9th Granite 304

While recovering the remains of Danarca, our smith and 2 workers were ambushed by fire imps.
The battle was pretty tough for the newbies, but they managed to win.
One of the workers are pretty messed up though, his hands are all twisted...

16th Granite 304

I'm trying to update the stockpiles, Danarca was too busy always expanding the fort, but it's pretty hard with all this noise!

18th Slate 304

Migrants have arrived!
A metalsmith and a furnace operator.
...
Sorry guys, you're going in the military.

Title: **Re: Sparkgear - The Magnificent Seven**
Post by: **nil** on **November 02, 2009, 03:05:14 pm**

Starting to wish I'd used population triggers for this version instead of progress triggers; if we can't build up our population things are gonna get pretty hairy-fun over the next couple turns...

Title: **Re: Sparkgear - The Magnificent Seven**
Post by: **darkfragrance** on **November 02, 2009, 03:22:04 pm**

Does the metalsmith have weaponsmithing? It might be a waste to lose such a useful potential mood.

Title: **Re: Sparkgear - The Magnificent Seven**
Post by: **Danarca** on **November 02, 2009, 03:23:22 pm**

11th Hematite 304

More lizardmen.
Sure are a stubborn race...
Guess the new recruits will have their first taste of blood, HAH!
The next page is splattered with blood and is mostly ripped off, but you can make out two words; "They are".

SAVE (<http://dffd.wimbli.com/file.php?id=1551>)
MAP (<http://mkv25.net/dfma/map-7354-waxfountain-sgvii>)

I think I had to savescum about 6 or 7 times in total, this mod combined with aboveground makes for a hard (Which I think you can agree, 2 dwarves? wth?) game that's still possible :)
Good luck to the next person, hope it isn't too messy!

Title: **Re: Sparkgear - The Magnificent Seven**
Post by: **Frogwarrior** on **November 02, 2009, 04:44:05 pm**

Seven Samurai was better :P
Also: DAMN you guys work fast. So much death already...

Title: **Re: Sparkgear - The Magnificent Seven**
Post by: **AlienChickenPie** on **November 02, 2009, 05:17:50 pm**

You're up, nil. Have a taste of your own medicine.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **nil** on **November 02, 2009, 05:21:15 pm**

Downloaded and started.

19th Hematite--The security situation is critical. I'm ordering the construction of an array of traps in front of the main gate and drawing up plans for a gravity powered trap for more artful enemies.

12th malacite--lost a dog to a fire man attack. For now, I'm ordering the vent off limits. I've ordered the ranger to start training the dogs for combat, although some of them seem to already have experience.
Spoiler (click to show/hide)

Idashdatan has become a Stray war Dog.
Ducim Adilducim, Foredwarf cancels Load
Asmukngug has become a Stray war Dog.

12th Galena--We made some cage traps, only to find out that our many cages all held corpses of various animals. I've ordered them butchered; as the cages are emptied we install them into the traps.

22nd limestone--A goblin ambush! They were dispatched effectly by our traps. We now have three prisoners...

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **nil** on **November 02, 2009, 06:35:00 pm**

arg, lost the whole winter to that fucking zoom on building bug...

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **Heron TSG** on **November 02, 2009, 08:07:22 pm**

Congratulations! Now we simply need a magma-heated sewer system that can drain and fill multiple cisterns, as well as an emergency OVERPRESSURIZATION system that shoots water (that turns into ice, hopefully) all over anyone standing around the well.

My god, a defense system! We just need to make it TOTALLY RANDOM.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **Frogwarrior** on **November 02, 2009, 09:51:02 pm**

Quote from: nil on November 02, 2009, 06:35:00 pm
arg, lost the whole winter to that fucking zoom on building bug...

I HATE that bug! Does anyone know why that happens and/or how to avoid it?

And Barbarossa, kitten randomization is the best randomization.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **nil** on **November 02, 2009, 11:41:16 pm**

I'm not nearly as worried about us getting overwhelmed as I was... I think that keeping things above ground is preventing artifacts from getting built (since they're based on revealed tiles), and without any artifacts I'm still only pulling frogs, kobolds, lizards and the odd goblin. Don't think I've even hit the third trigger yet.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **Heron TSG** on **November 02, 2009, 11:52:06 pm**

Don't worry, my megaproject will be artifact enough!

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **AlienChickenPie** on **November 03, 2009, 12:30:51 am**

We don't have an infinite water source, but ice is a little buggy and we could exploit that to have more water. If we make a degrinchinator that lures enemies into a chamber filled with 2/7 water, and then get the water to freeze, it will thaw into 7/7 water. The system could be used for dual purpose degrinchinating and water generation.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **nil** on **November 03, 2009, 01:29:01 am**

We might need to make some sort of heated or underground hospital, too; I had an injured dwarf die of thirst but I had plenty of labor, also the reservoir is far more drained than it ought to be. There's a bug where water freezes en route to the injured dwarf, I think that's what's going on. For now I'll just put some undesignated beds by the well, hope that works.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **AlienChickenPie** on **November 03, 2009, 04:03:41 am**

If the shortest route between the reservoir and the injured person has an exterior section, there's a chance for the water to freeze. The hospital itself doesn't need to be heated, as water won't freeze in an indoor space, at least not in my experience. Central heating could make a nice project, though.
Do we have any sources for bauxite? If not, we will have to get really creative to manipulate ice in a sustainable manner.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **nahkh** on **November 03, 2009, 04:48:06 am**

Lookin great so far, I approve.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **Heron TSG** on **November 03, 2009, 09:07:41 am**

Quote from: AlienChickenPie on November 03, 2009, 04:03:41 am
water won't freeze in an indoor space, at least not in my experience.

It has in mine!

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **Danarca** on **November 03, 2009, 09:24:42 am**

Quote from: Barbarossa the Seal God on November 03, 2009, 09:07:41 am
Quote from: AlienChickenPie on November 03, 2009, 04:03:41 am
water won't freeze in an indoor space, at least not in my experience.
It has in mine!

Yeah it depends how cold the map is.
The only time I've embarked on a glacier with aquifer the water froze to ice the second it was created. No matter where.
Wasn't pretty.

But the dwarves **have**brought water to wounded before, maybe it's too damn cold in the winter?
In that case building a hospital next to the reservoir might be a good idea.

Speaking of the reservoir, I hadn't noticed it had gone so low.
It used to be mostly 7's with a few 6's floating around.

Guess death in this place taps our water too fast... *sigh*
I think there's about as many dead dwarves as living.
And all the original 7 are dead :(

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **AlienChickenPie** on **November 03, 2009, 11:05:48 am**

If the reservoir is running out, you can always drop a larger one. Something to the tune of 2 z-levels high and 10 z-levels to a side would take care of things for a long time.
A combination degrinchinator-water generator would be more awesome, though. We could agree on a set of plans and have one of the next players construct it. It would be a nice way to increase player participation.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **Danarca** on **November 03, 2009, 11:40:35 am**

Hmm, so this machine would need:
*A repeater set up to a retracting roof to let the water freeze and unfreeze
*A tunnel for produced water

I think we would need to heat a piece of the glacier to get the water, then lead the magma away from underneath, then build the roof to control the temeperature, build a tunnel away to another reservoir which would be the actual reservoir from whence all water can be gathered, then set up a repeater to the roof and voila: A water-making machine!

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **nil** on **November 03, 2009, 01:52:01 pm**

Was gonna make this all pretty and include a map and everything but instead I'll upload early. I'm up to a couple champions, a few marksdwarves, a gravity power lizard-killer and a population of 35. Recommend making another well-defended path of death; if there's two, then you can use them without breakin' the rulez. Right now all I have is a slightly fortified drawbridge as a second path, so you'll want to be careful.. Godspeed, y'all.



10th sandstone--we've finished executing the prisoners. We considered putting them on display, but right now we need the cages.

26 Sandstone--lost an off-duty marksdwarf to a building accident...

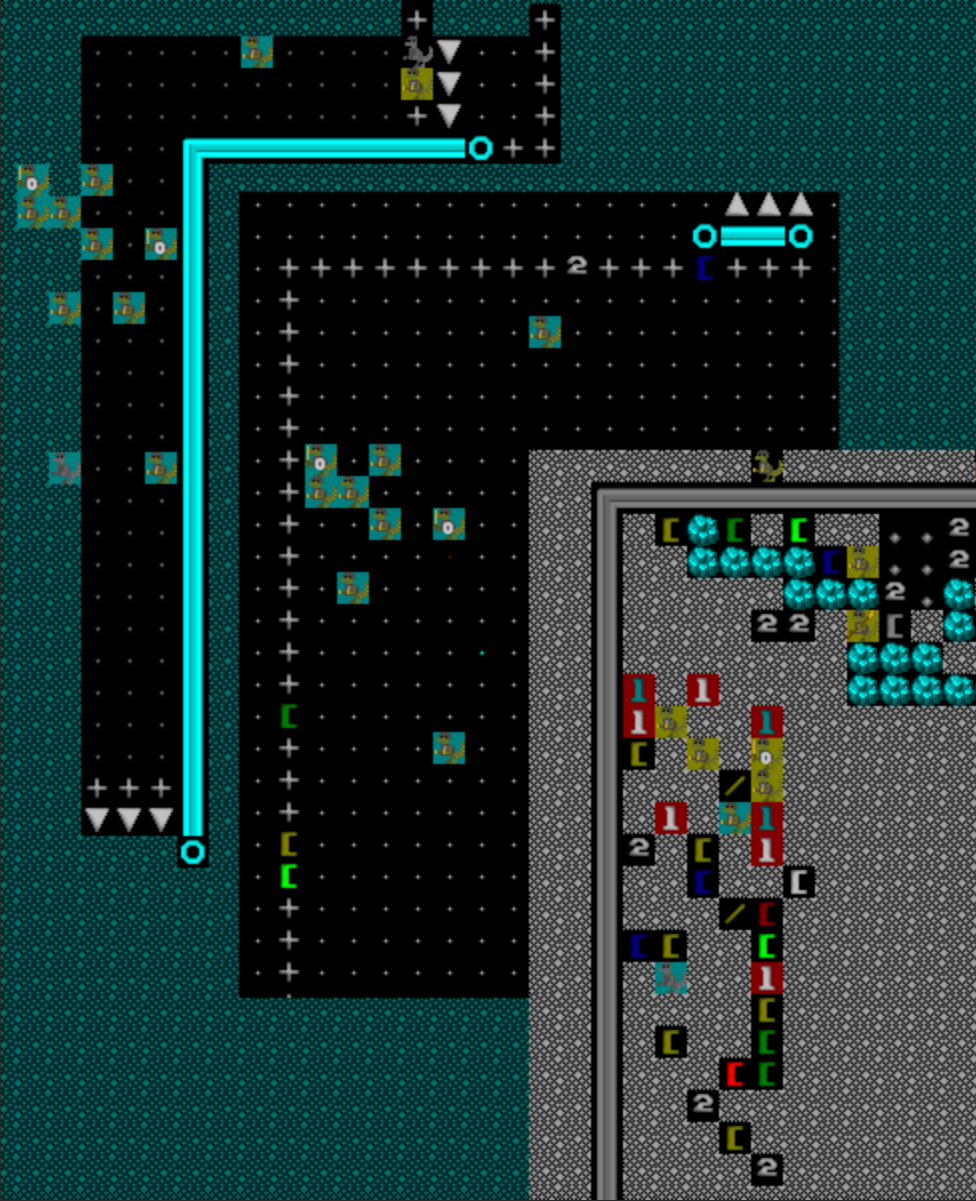
12 moonstone--the gnomes have arrived to trade

18 moonstone--we've been ambushed by kobolds! One of the blowgunners injurered my spleen slightly, but it healed quickly and our gnomish allies killed them at the cost of a single infrantrygnome's life.

9th opal--we traded for some metal bars and a bit of fresh food; sadly while we had plenty of items to trade, we lacked the laborers to bring them to the depot

17th granite--lizardman seige! Three squads, swords, pikes, and maces. Our only chance to survive is the new drop trap

27th granite--success!
[Spoiler](#) (click to show/hide)



12th hematite--frogman seige! One squad made for the drop path and paid for it with their lives, while the rest routed when they hit the traps; our two champion hammerdwarves chased them down. The moment the seige broke, the caravan from the mountainhome arrived! Our only casualty was an untrained dog.

20th malachite--thank the gods, we finally got some migrants. A woodworker, stoneworker, hunter, furnace operator, stonecrafter, bone carver and peasant. The hunter will be a full-time marksdwarf, and the extra labor will allow our existing marksdwarf to do the same (he had been on stonelaying duty).

16th limestone--lizardman seige, including an elite crossbow user and a squad of bows. the elite ran into a trap early on, leaving an exceptional crossbow.. the gravity trap didn't work because "the oil froze up" (i.e, the secondary entrance wasn't ready so I couldn't use it without cutting off the base). no casualties; the marksdwarves provided suppression fire while the hammers feinted, causing heavy casualties among the first squad and drawing in the second, which in turn routed when they hit the cage traps. Since the third squad had been taken heavy casualties, the seige was over--although the drop trap did get 'unstuck' in time to drop a good chunk of the fleeing squad, including the its captain (figured this was okay). Bembul mopped up the wounded.

12 sandstone--more migrants!

10th moonstone--gnomish caravan. The kobolds tried to make some trouble, but attacked haphazzardly (registered as three ambushes-- three wrestlers, a single high stat spearkobold and a full squad led by a guard, respectively. the first group managed to give a weaponsmith some bruises, but otherwise the hammerdwarves handled it admirably.

26th granite--a kobold tried to snatch our only child, getting so far as to put him in the bag. The dogs tore it to shreds.

[Spoiler](#) (click to show/hide)



22nd slate--17 new migrants. mostly useless, other than a couple of smiths. Sent a big chunk of them to the military. Total population: 40.

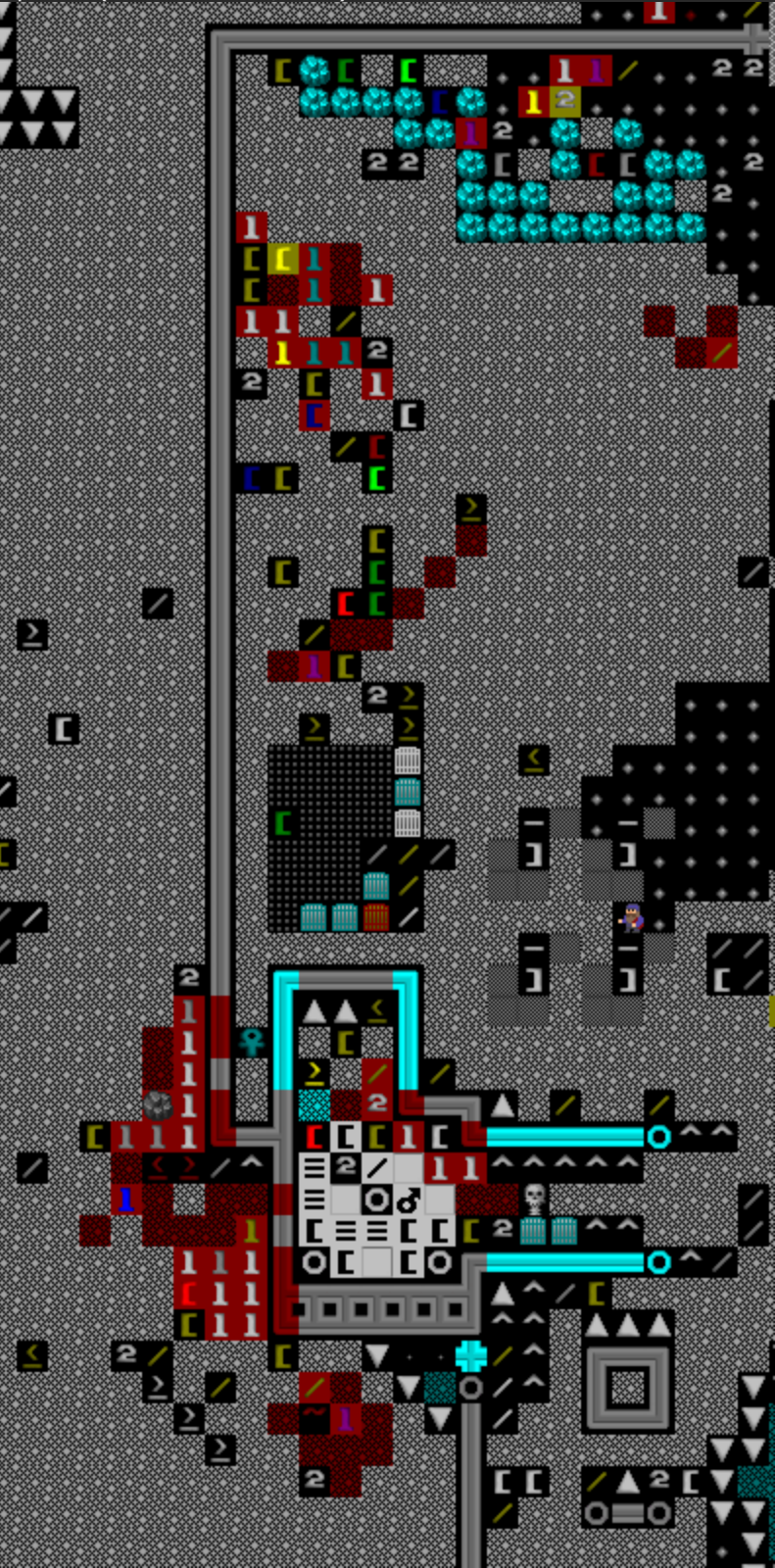
10th hematite--a lizardman seige. five squads, including one led by a spearmaster named Bax Poisoncobras the Ungodly Stalker of Shells. We lost three wrestlers to crossbowfire, but were victorious.

18th hematite--as if to celebrate our victory, one of the woodworkers entered a secretive mood and claimed a carpenter's workshop. he grabbed a log and some star rubies and made an unusually valuable door. I'll leave installation to the next guy.

just had an injured hammerdwarf-in-training inexplicably die of thirst. It's possible the water in our buckets is freezing before it can be delivered...

9th limestone--Bax is back. Five squads, including one of bows. I killed him good tho.

[Spoiler](#) (click to show/hide)



By the way, the levers are in the dining hall.

download: <http://dffd.wimbli.com/file.php?id=1553>

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **AlienChickenPie** on **November 03, 2009, 02:04:28 pm**

If it's so cold water freezes inside in the winter, a bridge won't do. We'd have to use magma. Imagine a walkway open to the outside weather. It's filled with 3/7 water. Creatures get sealed in the chamber when they enter, and the magma is removed. The water eventually freezes, and then the magma is brought back to thaw the ice. A side door is opened, connecting the walkway to a slightly larger room. The water seeks its level, and end up being about 3/7 all over. The door is shut, the room is emptied into a cistern, the walkway is reopened to the outside and the cycle repeats itself. Obviously, the walkway part is not necessary, but still useful for sieges.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **Servu** on **November 03, 2009, 02:54:17 pm**

Ok you gave the turn to Skaltum even if I posted earlier?
Well, can I take the next available turn then?

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **AlienChickenPie** on **November 03, 2009, 03:16:22 pm**

I missed your post, sorry. Play this turn, and I'll give Skaltum first picks for next week.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **Danarca** on **November 03, 2009, 03:26:49 pm**

Yeah but we cant automate that process... We would need three rooms fors that, one where magma is supplied and removed, one being able to be connected ty the first, heated by magma constantly, big enough to get the water level to 3/7~ in both when connected, and lastly a hatch in room 2 leading to room 3, the reservoir, built across the z-levels so the water wont go 1/7~. Sorry the text isn't formatted and on illustration are included, im writing this from my phone :p

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **AlienChickenPie** on **November 03, 2009, 03:31:22 pm**

No, it can't be automated, not easily. This is not too bad, because this design generates a lot of water, and does it while killing enemies.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **Servu** on **November 03, 2009, 03:31:42 pm**

OK thanks. I'm downloading now.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **Kobold6** on **November 03, 2009, 04:13:06 pm**

Some dwarf breeding would probably need to be encouraged soon, don't want to run out of migrants with no children around the place

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **nil** on **November 03, 2009, 04:39:10 pm**

I uploaded a map: <http://mkv25.net/dfma/map-7360-waxfountain-sgvii>

There's a video too.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **The Architect** on **November 03, 2009, 08:33:00 pm**

Well, I'd love to play but I can't even keep up with my own threads for now due to RL.

Anyway, if water freezes on the square where the dwarf is standing when he draws water, then it won't stay in the bucket. It will just become "ice" on the floor. You need to create a cistern a level below the highest warm level, and then designate the highest warm level as the collection zone. If you don't build a well or include it in a building, you won't be breaking your own rules.

Said highest warm level is generally the z-level below the first stone floor. Melting ice with magma is cool, but you can't get it to flow anywhere useful because it freezes the second it isn't above a magma square. You will need to drop ice down into the desired z-level with mining, and if you want to avoid strange icicle effects and significant water loss, I suggest you leave the stone floors in place between the z-levels of the cistern you expect to be filled. In other words, dig the cistern without channeling it out.

Learning all of this nearly cost our magma-glacier succession fort a dwarf in the first year.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **Frogwarrior** on **November 03, 2009, 10:35:30 pm**

Could someone explain how you're managing this cistern thing? I've never tried to deal with water on a freezing map before, and everything is confusing me... I thought underground water didn't freeze? Or something?

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **Danarca** on **November 03, 2009, 11:37:41 pm**

Son, this is a glacier. Its pretty cold.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **Danarca** on **November 04, 2009, 08:02:18 am**

Alright I'm my computer now so I can post an illustration.
This is seen from the side.
Code: [\[Select\]](#)

```
█ = Ice
# = Rock
~ = Magma/water; see specific room for which one.
P = Pump
_ = Hatch
X = Floodgate

*1↓          *2↓
#█X          X_# ←*3
##### #
#~*4~*6~# ####
#_#_#P#####*7~#
#          #####
#####*5↑#####
```

1. Room initially with ice; this is where the ice-making takes place.
2. Initially dry room; this is coordinated in size with room#1 so they both go 3/7 when connected through a floodgate.
3. Hatch to the resevoir; will be flipped open when the floodgate between room#1 and room#2 is shut again, so the water from room#2 will run down.
4. Room with magma beneath room#1; this will be drained when room#1 needs to be 'icyfied' again though hatches in the floor.
5. Drain room for magma resevoir beneath room#1; a pump will pump the magma back to room#4 when room#1 when the cycle starts anew.
6. Permanent magma resevoir.
7. Actual resevoir; from where you can get water for the wells and megaprojects. I was thinking it to be made across z-levels, but I think now that it will have to be across every second z-level, so the layers between can contain magma for keeping it heated.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **Heron TSG** on **November 04, 2009, 08:56:17 am**

Sweet! Megaproject ice-factory time!

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **AlienChickenPie** on **November 04, 2009, 01:35:41 pm**

If you've got magma surrounded by a 1-thick wall of stone, and water around that, will it stay liquid?
If so, a cistern could be made by leaving regularly spaced 3x3 pillars in a large multilevel pit, and then boring a hole through each pit and filling them all with magma.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **The Architect** on **November 04, 2009, 01:42:22 pm**

Depending on how cold your glacier is, this model won't work. Just a preliminary warning so you know to have a backup plan. Also, a repeater won't help at all; anything of this kind needs to be manually managed. My advice is to go ahead and create a basic ice-drop cistern to last you while you work on this. Depending on where you place your beds, all wounded dwarves will always die as water can't be transported to them across a freezing z-level. Contrary to what you would logically expect, water always freezes instantly on a freezing tile. The only option to prevent this would be to create a magma reservoir directly beneath the path from the water source to your barracks/beds where dwarves are resting, and under that area as well to raise the temperature enough for water to be delivered and consumed.

Drinking from the source is not a problem even if the dwarf is standing on a freezing tile; only transportation and flow are impossible. I haven't experimented enough with magma beneath an ice floor to know if the floor will melt in addition to the walls, causing all of your water to collide with magma and create obsidian, steam and ice. If it does, you will also need to construct a stone floor for your reservoirs.

To answer the question posted while I was typing (I'd like to point out that this is a repetitive posting of that information): "No." Only squares that would be "warm" if they were stone will melt. In some odd cases magma heats squares 2 tiles away, but I believe this takes quite a while to happen and if you are adding and removing magma then you will have to wait each time. Also, magma never heats squares 2 levels away vertically. Basically in order to use magma to create warm tiles, the water must always be directly above the magma. This makes using magma with ice very impractical and not at all versatile. Since you can't create a thin wall (much like a floor) you can't effectively use magma to heat horizontally.

Depending on how horizontal heat transfer is handled, you may be able to circumvent this by putting magma on BOTH sides of a channel, heating the area 2 tiles away faster. This also has not been tested. One way to circumvent all of these problems *COULD* be a diagonal channel.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **Servu** on **November 04, 2009, 01:43:12 pm**

Okay I'm ready. The save is here. (<http://dffd.wimbli.com/file.php?id=1557>)

The log:

The report of Servu Nanirudish, self proclaimed sheriff of Waxfountain.

2nd Opal, 306
I have now officially seized control over the village of Waxfountains. My first official act will be to send the former ruler, 'nil' to full time mechanic duty in order to better maintain our mechanism supply.

Seven days later a frogman siege appears! Only three squads strong, wrestlers and macemen. Our champions cut through them with ease.

It seems our Human Appreciation Act has finally brought fruit: A human thief was found in the food stockpile today! He killed a leatherworker before getting crushed by the army.

I have begun the planning for building a courthouse. The public always appreciates when the suspects are executed in a proper building.

23rd Granite
A new year brings a strange mood to one of our stonecrafters. Resulting in a rather nice native copper mug. Too bad it was a possession.
Spoiler: Aye, a fine pint ya got 'ere (click to show/hide)



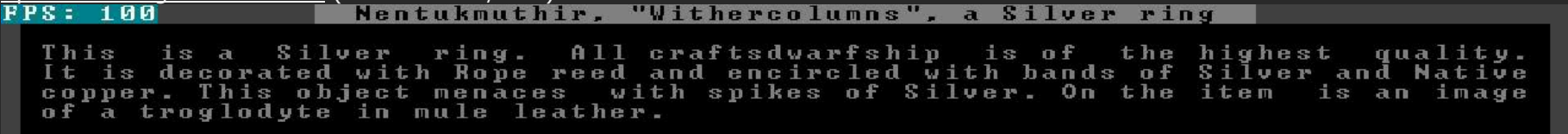
The spring has been uneventful.

12th Hematite
The dwarven caravan arrived today, along with goblin ambushers. Too bad they had an archer with them, even though all of our troops that were hit survived, a stray arrow headshotted a bone carver walking in the distance.

9th Malachite
Another possession. This time a metalcrafter.

The caravan left later without trading, because nil refused to go off break to trade. (Also, I was just pausing the game when the liaison window opened, thus cancelling it) The dwarf liaison told that they are currently in a terrible shortage of amulets and rings.

12 days later the possessed metalcrafter made a silver ring.
Spoiler: Your generic artifact (click to show/hide)



I have now initiated construction of a water factory due to the well drying up.

3rd Galena
The fire man inside the magma pipe has emerged and killed a hauler going by. I was nearby and killed the beast, but sustained a mangled right leg.

12th Limestone
A werewolf siege! The a single squad of the foul creatures are closing in from the south! Out military is not strong enough to tackle them straight, so I am deploying the bridge trap.

Success. Half of them fell down and were finished by our less experienced troops, champions killed the rest.

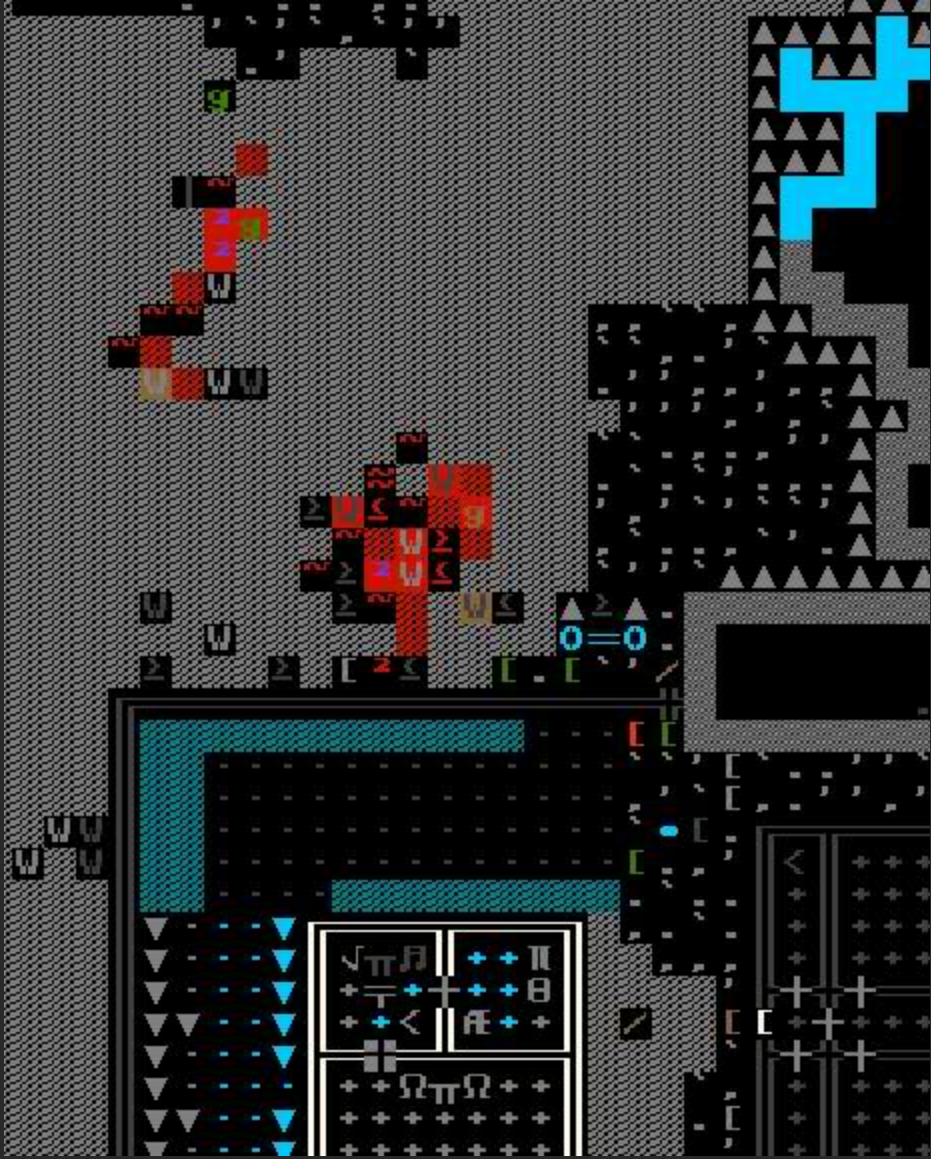
20th Sandstone
A metalcrafter gave birth to a boy today. May this represent the absolute boredom going on currently.

2nd Timber
Finally migrants. The industry is getting a much needed boost and the military is getting some new recruits.

The courthouse is coming along nicely, but the initial design for the water factory has failed. Fortunately an alternative method was discovered by accident.

We got another possession soon after.

11th Moonstone
The gnomish caravan has arrived, but the second werewolf siege catches their carts! The gnomes, instead of running, sally out of the fort and engage the werewolves directly! I'm hesitant to send our still undermanned troops to aid the gnomes as they courageously fight of the hairy beasts.
Spoiler: The gnomes delivering some professional ass-kickery. (click to show/hide)



The werewolves have retreated! Our gnomish friends have shown some true valiance today!

But our luck is short, since instantly after the werewolves break down to a flee, a force of – Armok save us – Treants appears!

18th Moonstone

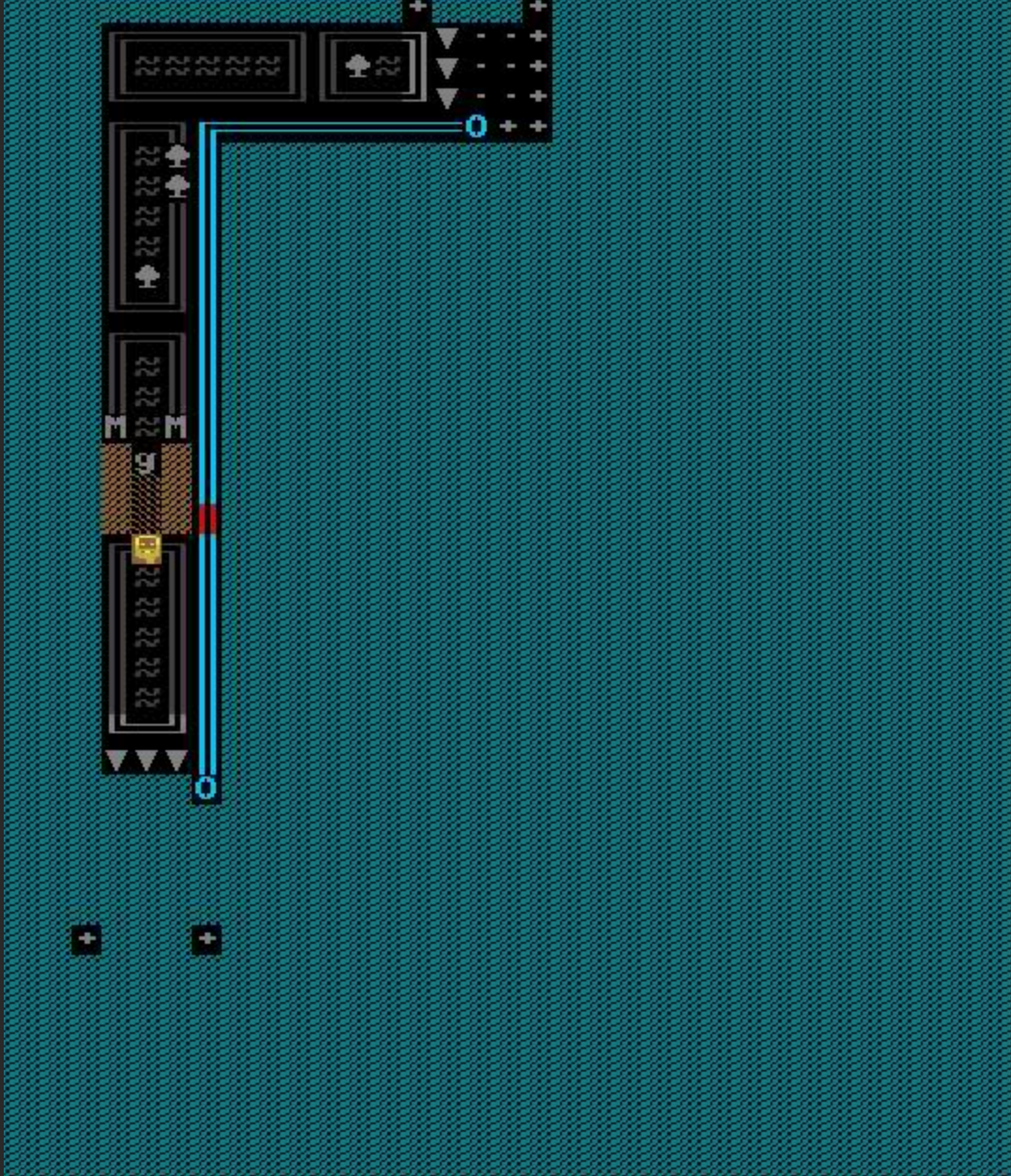
The treants have reached out defences. Marksdwarves were stationed to the nearby wall, but they refused to bring ammo for some reason. Now it's just the bridge trap and the surviving gnomes between them and us. Our foredwarf is also trapped outside, but can easily avoid the slow treants.

The treants are now on the bridge trap, and the lever is pulled. Nothing happens. The walking firewood are too heavy to let the bridges raise! Just then the gnomes decide that they have had enough, so they decide to pack up and leave (before I had time to trade). Through the treants.

The gnome wagons may look shabby and clumsy, but they are in fact armored assault vehicles in disguise. Powered by the sheer force of infinite loathing against all single tile creatures.

The wagons charge right through the walking tress, knocking them all down and causing all around damage. The gnomish guards also charge the foolish twigs, still stunned from the sheer awesome of the wagons' charge.

Spoiler: The first wagon shows a treant who is the boss here. (click to show/hide)



Spoiler: Blizkrieg (click to show/hide)



Only a single wagon falls and all but two treemen lie dead. One of them has managed to get to the trade depot and is promptly cut to twigs by the military. The other one is trapped in the middle of the now working bridge trap, and serves as target practice for the marksdwarves.

18th Obsidian
Finally a proper fey mood. To one of our metalcrafters. A copper amulet is made.

Spoiler: It has an awesome picture. (click to show/hide)

FPS: 99

Savotvetek, "Standtarget", a Copper amulet

This is a Copper amulet. All crafts dwarfship is of the highest quality. This object menaces with spikes of Copper. On the item is an image of a minotaur and a blizzard man in Copper. The blizzard man is striking down the minotaur.

The construction of the new factory design is almost complete. First tests will be conducted soon.

13th Granite, 307
The new year brings a lizardman siege. The masons constructing the factory pulled the lever that raised the drawbridge, sealing the construction site. Too bad they decided to walk over the bridge before it close. They managed to get away though.

The lizarmen have disturbingly many bowmen with them, so I am using the bridge trap again. Before the trap was activated, two especially brave war dogs rushed the lizardmen and broke the siege.

A single, badly wounded bowman was left behind. One of the champions went to finish him off, but the bastard pierced both of the champion's lungs. This didn't save the lizardman, since the champion lived almost a full week before suffocating.

The courthouse is now complete. I has a small hall for trials. Below that are the dungeons and above there is a clock tower to remind the dwarves that no time is break time.

5th Slate
Migrants again. And boy is there plenty!
Our population is 39 now. Too bad an ice wolf pack got some before they even got to the bridge.

It's time to test the water factory for the first time! The Generator works! The output is completely random, extremely dangerous and it's generating spontaneous cave-ins as it goes, but it WORKS! It is also melting the corridors next floor. Too much magma perhaps?

A reservoir chamber is dug out to reduce magma levels. And there is also a convenient migrant that volunteered to a suicide digging mission. Some water was spilled on him and he was encased in obsidian. The magma seemed to flow very calmly though, so I assume I can send a skilled miner to do the job again. Now without the water draining from above.

One miner less. (Poor guy only burnt his feet and crawled away for days before the magma got to him. Oh it was the mayor...) But at least the chamber is draining up now. On top of a cat sleeping nearby and a particularly stupid hauler who decided to go on break in the drainage room. I have assigned an engineer to oversee the water factory. He has quarters in there now.

21st Felsite
A woodworker got a fey mood and made a nice table.

10th Hematite
The dwarven caravan is here once more, but the liaison immediately left unhappy for some reason. It might have been the lizardman siege that arrived at the same time. The caravan managed to break the siege themselves. A wandering stonecrafter was shot though.

Finally I have had the chance to trade. I exchanged some skull totems for food, wood and assorted metals.

24th Hematite
Today we had two goblin ambushes and an ogre ambush, complete with a thief. A miner, a stonecrafter, a metalsmith with her baby and a champion were killed.

To my successor:
The water factory should work better now. All one has to do is to get the overseer to use the eastern pump exactly once (so that he pumps one 7/7 tile. You will find the pumps below the water factory (between two magma resevoirs) BE VERY CAREFUL. If you pump too

much the system will not work. I'm going to post the map in dfma to further elaborate the water generator system. Thanks nil.

P.S. I forgot an unmarked lever in the topmost floor of the factory. This lever controls the factory access bridge in the east. It would be very kind of my successor to put a note on that lever.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **skaltum** on **November 04, 2009, 01:52:41 pm**

give me tuesday next week then please ㄣ_ㄣ

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **DaPatman** on **November 04, 2009, 01:59:34 pm**

^ Signups for next week will open on Friday.

Downloading the save now. I may be a bit (read: 15-30 minutes) late uploading the save. Alternatively, I may be about 3½ hours early uploading it, depending on how I feel.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **AlienChickenPie** on **November 04, 2009, 02:14:24 pm**

Quote from: DaPatman on November 04, 2009, 01:59:34 pm

^ Signups for next week will open on Friday.

Downloading the save now. I may be a bit (read: 15-30 minutes) late uploading the save. Alternatively, I may be about 3½ hours early uploading it, depending on how I feel.

I accidentally gave him Wednesday even though Servu asked first, so I gave Wednesday to Servu and gave Skaltum first picks for next week.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **nil** on **November 04, 2009, 02:39:38 pm**

I see you killed a harpy; I've never actually seen one of those before (was starting to doubt they were even working tbh). Did it live long enough to do anything interesting?

Also, the polar bear trap worked woot woot

nice architecture and additions to the fort in general

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **Danarca** on **November 04, 2009, 02:49:17 pm**

Quote from: nil on November 04, 2009, 02:39:38 pm

I see you killed a harpy; I've never actually seen one of those before (was starting to doubt they were even working tbh). Did it live long enough to do anything interesting?

Also, the polar bear trap worked woot woot

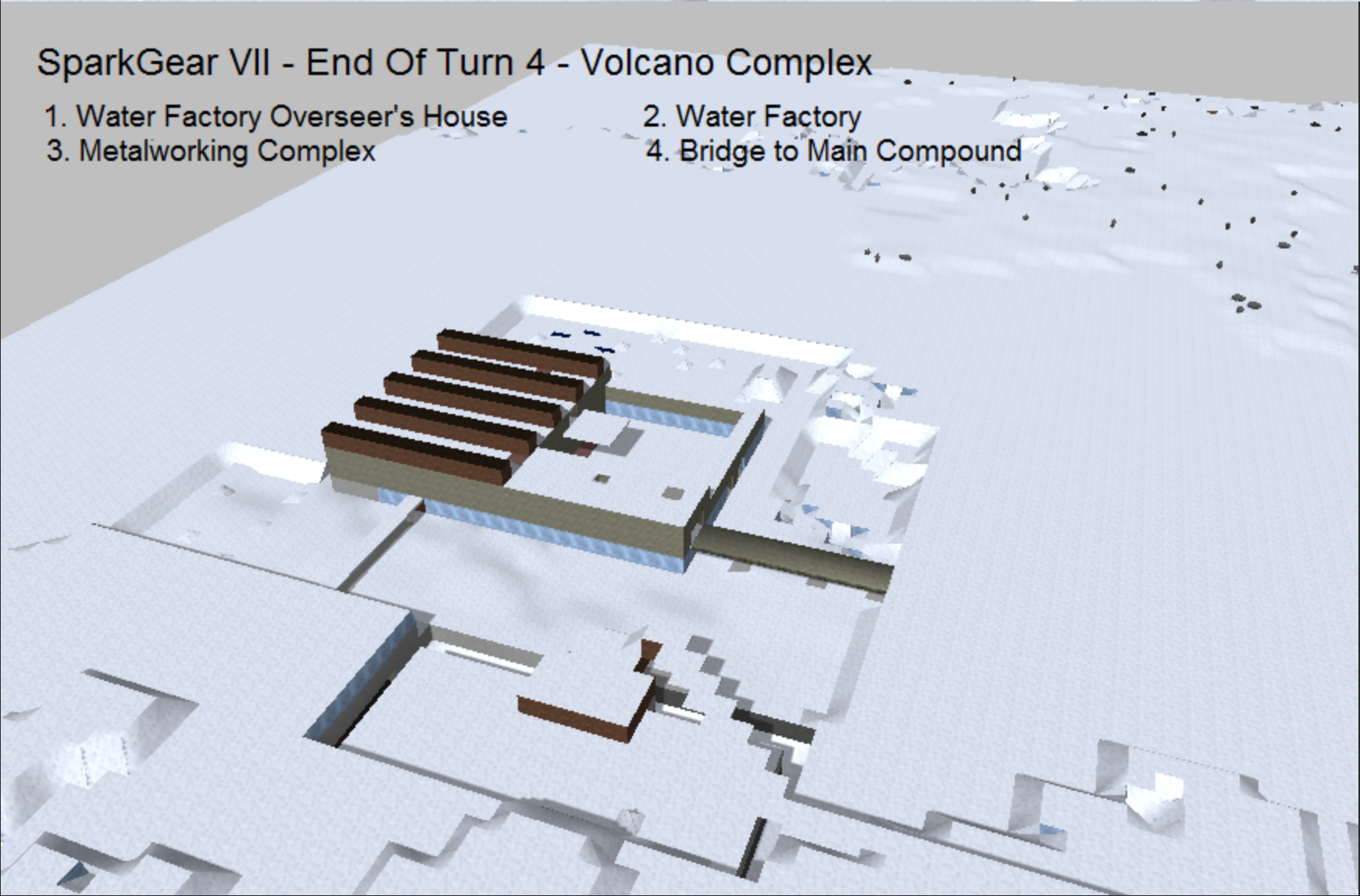
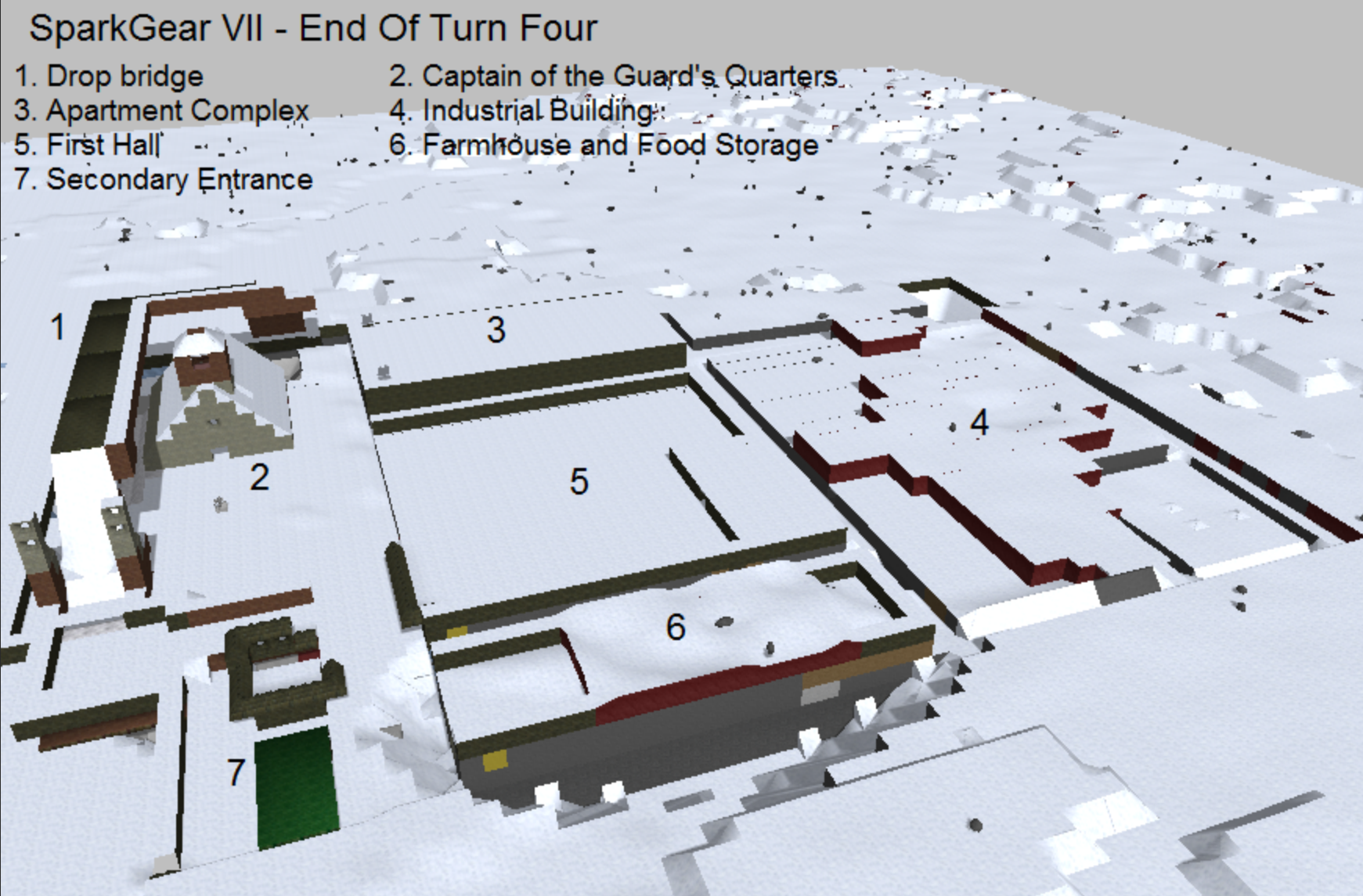
nice architecture and additions to the fort in general

Oh I've met a few harpies in my forts, they usually come naked and as thieves :)
EDIT:
I'll upload the map to DFMA :)
EDIT#2:
<http://mkv25.net/dfma/map-7366-waxfountain-sgvii>

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **nil** on **November 04, 2009, 03:16:29 pm**

Will they fly over your walls and all that?

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **AlienChickenPie** on **November 04, 2009, 03:17:42 pm**



Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **Danarca** on **November 04, 2009, 03:19:21 pm**

Quote from: nil on November 04, 2009, 03:16:29 pm
Will they fly over your walls and all that?

No, flying pathfinding is bugged, so they won't fly over *on purpose*.
They will calculate their pathfinding like a normal ground-based unit, but sometimes they will bob up and down in the air, which *may* lead them up to the fortifications.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **Servu** on **November 04, 2009, 03:27:33 pm**

I only saw a single harpy (a thief) and he just floated in place doing nothing until one of my marksdorfs shot him down. AlienChickenPie please read the end of my last post before you engage the factory.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **AlienChickenPie** on **November 04, 2009, 03:36:56 pm**

I've added a new rule regarding challenges, and posted some examples. Basically, players who start their turn have to state a goal or a challenge and try to work in that direction. You don't have to succeed, but it should make things more directed and interesting.
Feel free to suggest more challenges, and I'll compile the suggestions in the main post to give future players a concentrated list of ideas.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **Servu** on **November 04, 2009, 03:50:52 pm**

That was getting the factory and the courthouse up up for me. If only the stupid Overseer would have agreed to go pump that magma...

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **AlienChickenPie** on **November 04, 2009, 03:52:36 pm**

Did you check for wind on this map?
Magma pump operators tend to have short lives.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **Servu** on **November 04, 2009, 04:53:06 pm**

Wind wont work, since all axels and gear assemblies instafreeze. You would have to heat up every single component seperately. But the Generator only needs a single pumping session to operate indefinitely (as long as you keep clearing the obsidian), so thats really not necessary. A series of waterwheels to the water output chamber would like work if you need power for something else, since the output chamber most likely will never fill to an even amount of water, so there is always constant flow.

I just have to say: I love the Generator. It's a terribly dangerous piece of machinery that must be very carefully set up, uses both water and magma, spontaneously generates big explosions and can horribly kill anything that falls into it. It even need constant care to remove the obsidian pillars forming up inside, so you can't just leave it as it is and assume it works without maintenance.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **AlienChickenPie** on **November 04, 2009, 05:02:57 pm**

How does it work? I've been looking at it for a while, but I can't see a way to get the three reservoirs to freeze again.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **The Architect** on **November 04, 2009, 05:13:52 pm**

You aren't on a very cold glacier, so lucky you. If you were on a true full arctic map it would never work. To fix the issue of pumping one square of 7/7 at a time, I suggest you restrict the area you are pumping into to one square. You could always hook up a hatch or door/floodgate to release the water.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **AlienChickenPie** on **November 04, 2009, 05:31:05 pm**

Some treants bumped into the fortress while I was looking at the water generator. I let the invasion run its course. They entered from the small cage trap area instead of the drop bridge, and proceeded to kick ass. I don't think I saw a single one die. DaPatman is going to have to kick some serious wooden ass.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **Servu** on **November 04, 2009, 05:45:45 pm**

You don't need to freeze all of them. The two on the left side are supposed to be kept unfrozen. To get the machine working, wait for the pump operator to come close to the pump, and then go frame by frame until a single stack is pumped.

Getting the magma out if you pumped too much is much harder. It took me a long time to get the upper level empty again.

What you are looking for is this:
Code: [\[Select\]](#)

```
level 3 #7I77II7I77# 7/7 Water and Ice blocks - access to the two other resevoirs, floor.  
level 2 #1_11__1_11# 1/7 Magma and empty space. Pump level, no floor.  
level 1 #77777777777# 7/7 Magma
```

The factory is in horrible shape. I was trying a completely different approach first and when I thought of this I just slapped it over the old design, hence the unorganized layout and machinery stuck inside the walls.

If you can't get it to work, you can just use the existing cistern as a water supply. It should last until the next guy is up. Just don't let it drain below 2/7.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **The Architect** on **November 04, 2009, 05:55:35 pm**

Ah, that second one is a really neat idea for replenishing a water source. What do you do with the water you produce?

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **nil** on **November 04, 2009, 06:10:33 pm**

I uploaded a movie (<http://mkv25.net/dfma/movie-1797-watergenerator>) of the water generator, at the time because I wasn't sure that's how it was supposed to work. Apparently it is, nice. We should use the same design for a weapon, all you'd need to do is add a few drains.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **AlienChickenPie** on **November 04, 2009, 06:30:29 pm**

Stacking 1's of magma on top of a layer of existing magma is an awesome way to get the kind of quick freezing and thawing we need. The problem with overpumping could be fixed by adding a pump that takes magma from the overfilled tank and dumps it into a large cistern where it can drain.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **DaPatman** on **November 04, 2009, 07:44:04 pm**

I think I shall try and build a nice tall execution tower.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **nahkh** on **November 05, 2009, 02:03:39 am**

Perhaps a bit off-topic, but I'm starting to think that SG ought to have a page in the dfwiki.

Also, lookin great so far.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **Servu** on **November 05, 2009, 04:26:23 am**

You nailed it there nil.

Since the generator that I slapped together in this fort really is just a barely functional one, that only produces a minimal amount of water, I think I'm going to start a fort dedicated to building the largest Ice-Water Generator the world has ever seen. This time with an execution platform and with the goal of flooding the world with magma, then flooring over that and flooding with water! But that will probably wait until tomorrow. 11 hours of one game is just too much for one day for me, so I'm gonna take a day off of DF.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **Danarca** on **November 05, 2009, 05:30:26 am**

Quote from: Servu on November 05, 2009, 04:26:23 am

You nailed it there nil.

Since the generator that I slapped together in this fort really is just a barely functional one, that only produces a minimal amount of water, I think I'm going to start a fort dedicated to building the largest Ice-Water Generator the world has ever seen. This time with an execution platform and with the goal of flooding the world with magma, then flooring over that and flooding with water! But that will probably wait until tomorrow. 11 hours of one game is just too much for one day for me, so I'm gonna take a day off of DF.

Bah, pansy!
The longer you play DF in a sitting the more insane it becomes.
Allow me to demonstrate:

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **DaPatman** on **November 05, 2009, 04:31:48 pm**

I recommend my turn be skipped, unless the next player wants to play in a fortress with nine treants in the captain of the guard's quarters (though the siege has been broken, it wasn't until the treants had already got into the fortress), while the military consists of a marksdwarf (currently in a cage trap), the captain of the guard, and 28 of the other 30 surviving dwarves who I drafted once the siege had destroyed the majority of the original military (seven of them have already become wrestlers, leaving 21 recruits), the other two dwarves being a child and a fey butcher who's in the middle of bringing stuff to the crafts dwarf's workshop. Also, a significant proportion of the fortress is resting injuries, and given the number of "Urist McEmergencyMilitia cancels Rest: interrupted by Treant Wrestler" messages I'm getting, that could easily rise to more than half.

So yeah, like I said, my turn should probably be skipped.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **AlienChickenPie** on **November 05, 2009, 04:54:37 pm**

We'll leave that decision up to Rosedrake.
One thing is for sure, though. Our defenses are inadequate. We need something capable of fending off the wooden hordes. That thing should be hammerdwarves, siege weapons or some mechanical trap.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **DaPatman** on **November 05, 2009, 05:28:16 pm**

Okay, I've uploaded the save here (<http://dffid.wimbli.com/file.php?id=1561>), so Rosedrake can have a proper look before deciding whether or not to use it. If he does, I'll add map, VF view and "story" (won't be from the point of view of a dwarf, as I suck at creative writing).

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **AlienChickenPie** on **November 05, 2009, 06:15:42 pm**

How did the marksdwarf end up in a cage? Did a treant cause him to fall unconscious on top of a trap?

I DLed the save and had a look. What a mess. The treants are stuck in the captain of the guard's house because their way out is blocked by the still-living bodies of their defeated enemies, which they no longer want to fight.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **nil** on **November 05, 2009, 06:24:15 pm**

Well, I was going to hold this close to the chest because something powered by magma or ice or spikes or whatever would be a lot more interesting, but Treants aren't trapavoid. They're too tough for stonefalls to do much good, but cages should work and weapons traps, provided they're powerful enough, are especially effective (since treants don't drop a corpse they don't cause weapon jams).

You'll need something better for the giants, though.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **DaPatman** on **November 05, 2009, 06:35:26 pm**

Quote from: AlienChickenPie on November 05, 2009, 06:15:42 pm

How did the marksdwarf end up in a cage? Did a treant cause him to fall unconscious on top of a trap?

Yep.

Quote from: nil on November 05, 2009, 06:24:15 pm

Well, I was going to hold this close to the chest because something powered by magma or ice or spikes or whatever would be a lot more interesting, but Treants aren't trapavoid.

I worked that out when I discovered seven of them had been captured in those cage traps next to the depot. (Or at least, where it was. Damn [BUILDINGDESTROYER:2] treants...)

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **AlienChickenPie** on **November 05, 2009, 06:54:11 pm**

I've been running the game for a while at around 25 FPS. The treants are still stuck. In order to get your save to count and spare Rosedrake this business, I'll authorize a quick and temporary raw modification to make the treants explode. Merely cracking up the homeotherm and reloading did nothing, what else do I need to add to make them explode?

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **DaPatman** on **November 05, 2009, 07:13:45 pm**

Thermonuclear catspllosion adds [SEVERONBREAKS], so try that.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **nil** on **November 05, 2009, 07:25:01 pm**

I added the homotherm tag, the colddam tag, and the layering tag. Before they had any of those they exploded on a tundra fortress I had.

edit: Besides the aftermath of a cave-in, I don't think I've ever seen that many *injured* friendlies in one place.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **DaPatman** on **November 05, 2009, 07:36:30 pm**

Would it surprise you if I told you that's the only time I've played a fortress long enough to get sieged? (The first time I was playing with dig deeper, and didn't realise orcs could open locked doors. The 48-strong fortress was annihilated, and I only took six orcs with me.)

Edit: If ACP succeeds in salvaging my save, I'll post the other stuff tomorrow. Right now I need to sleep.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **nil** on **November 05, 2009, 07:51:52 pm**

I'm interested in hearing the story of that battle regardless, but... about the only way I see this fort surviving a second siege of any kind is by clamming up. Also there's gonna be a major dehydration problem pretty quick, which has a good chance of kicking off a tantrum spiral. Don't necessarily *have* to revert, but at least some rule bending is probably necessary.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **Heron TSG** on **November 05, 2009, 09:20:33 pm**

I still call the 8th!

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **The Architect** on **November 06, 2009, 01:17:14 am**

Go big or go home. It would be very undwarflike to revert. It's not impossibly hard to create a repeater spike trap that can be closed for merchants, is it?

Edit: you have enough captured critters to make a critter repeater, so it's not going to be that difficult.

Title: **Re: Sparkgear Seven - Soldiers murdered in their sleep**
Post by: **AlienChickenPie** on **November 06, 2009, 02:34:06 am**

It's now more than 9 hours into the turn, and Rosedrake hasn't posted in this thread since last Saturday. The turn is skipped. I will now attempt to get rid of the treants, and then the turn will be up for grabs. If nobody asks for the turn by the time I'm done, I'll finish it myself.
In other news, it's Friday and next week's slots are now open. Skaltum got Tuesday and Barbarossa asked for Sunday, everything else is open.
Edit: Apparently thermonuclear catpslosions are now impossible. I'll try to open the save in 40d and use Tweak to warp all the treants into the magma or something.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwarves**
Post by: **Bloogonis** on **November 06, 2009, 03:02:19 am**

I'll take monday!

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwarves**
Post by: **AlienChickenPie** on **November 06, 2009, 03:33:18 am**

Tweak won't do, I can't get it to work even on stardard 40d. Ideas, anyone? We need to get these treants to go out of the fortress, but their path is blocked by unconscious dwarves. They scare away any civilian workers, so I can't tear a hole in the wall or anything like that.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwar**
Post by: **nil** on **November 06, 2009, 04:22:04 am**

Create a cave-in or go back to Servu's save.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwarves**
Post by: **Servu** on **November 06, 2009, 05:08:28 am**

Wow, I really want to know how the treants got all the way to the courthouse, beings slow as hell as they are. You didn't engage them *directly*, did you?

IMHO you guys really should try to keep going with this one. The dying dorfs blocking enemies inside is just too damn dwarfy, not to mention SparkGear-ish. It's like the body wall from 300, just reversed and the bodies are *still alive*. I think you could try to just abandon the courthouse until the things settle down. The water factory should have enough water in it to keep your wounded from dehydrating. just designate it to be the only barracks.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwarves**
Post by: **AlienChickenPie** on **November 06, 2009, 05:19:20 am**

This is getting pretty bad. The population is down to 12 and the metalsmith is still stuck in the doorway. Nobody has gotten up in well over a season, I guess they go back to being unconscious if they can't rest. The only people not unconscious are one peasant and one child.
I have half a mind to order the peasant to pack up and set up camp in the water factory zone, but there's still the problem of 20 FPS due to the mass of treants stuck in the courthouse

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwarves**
Post by: **rosedrake** on **November 06, 2009, 06:02:54 am**

:o huh, i have school, and given my timezone, i was just back from school.

let's make a deal... if i can fix this fort by tomorrow, you guys use my save. but i have to go for some family business... and tomorrow

I've got school detention...

sucks to be me, huh. lemme just see this treant crapload. you guys have fun!

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwarves**
Post by: **AlienChickenPie** on **November 06, 2009, 06:04:43 am**

Logs of Zulban Ifinkosoth, Wrestler
12th Slate, 308
I am Zulban Ifinkosoth, wrestler. It appears that I am the last fit survivor of Sparkgear Outpost 7. The 11 other living survivors are currently unconscious and mostly unreachable. When the siege ended a few months ago, a group of treants stayed in the courthouse, along with most of the wounded. The treants can't leave the courthouse, because the doorway is blocked by several injured dwarves, and the treants can't pass through without crushing them to death, breaking the ceasefire. In an attempt to get them to leave, I removed several doorways to allow them to leave the fortress through the catacombs. They ignored my attempt and decided to stay put. Meanwhile, I must attempt to keep things functioning. It's time for the plump helmet harvest, and I'm currently taking care of that. After that, I'll try my hand at cooking and brewing. It feels really rotten to eat and drink while my comrades are starving, but the treants won't let me in the courthouse, and I must survive.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwar**
Post by: **nahkh** on **November 06, 2009, 06:07:09 am**

Calling the twelfth.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwarves**
Post by: **AlienChickenPie** on **November 06, 2009, 06:37:47 am**

You're in, nahkh.
Meanwhile, the DM has arrived, and some migrants too. We're now 34 strong. Substract 10 wounded and that's 24 useful dwarves. The FPS is still low and they're still scared, due to the treants. Also, the wounded won't starve to death or die from dehydration. I was hoping they would do that and allow the treants to get out.

I finally managed to get a dwarf to break one of the courthouse walls to allow the treants to get out. They're still not getting out. What the hell?

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwarves**
Post by: **AlienChickenPie** on **November 06, 2009, 06:53:30 am**

Fuck it, the entire population will now charge the damn trees and make them leave. If they fail, a reclaim will do the same thing.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwar**
Post by: **nahkh** on **November 06, 2009, 06:54:48 am**

Don't be so hasty.
I've always wanted a courtyard full of treants.
Just wall them in.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwar**
Post by: **Danarca** on **November 06, 2009, 07:01:27 am**

Post your save, maybe one of us will get tweak to work? Also, how about digging a stairway from the catacombs into the courthouse?

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwarves**
Post by: **AlienChickenPie** on **November 06, 2009, 09:19:39 am**

There's already a stairway, and I made sure to clear all the doors. They still won't budge. Anyway, I let the game run some more and now we're at 31 dwarves, and the traders are coming.
The treant population has been successfully reduced to about 5.
Edit: Werewolf siege..
I haven't done anything substantial with DaPatman's save, so feel free to download it and play from there. The save is currently up for grabs, and you are authorized to use any ingame or metagame means necessary to get rid of the treants. Once they're gone, you must restore the game to a decent, non-cheaty status.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwarves**
Post by: **Heron TSG** on **November 06, 2009, 09:26:33 am**

Let the rest of the treants stay there while you make it so that that is the only way in to the fortress (through the treants) unless a lever is pulled!

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwar**
Post by: **Danarca** on **November 06, 2009, 09:28:36 am**

Alright, I'll attempt to freeze them to death...
If they survive 0 dwarfgrees I'll give them 3 times the suns surface temperature >:)

I'LL BURN ALL TWIGS

FAKE EDIT;
Quote from: Barbarossa the Seal God on November 06, 2009, 09:26:33 am

Let the rest of the treants stay there while you make it so that that is the only way in to the fortress (through the treants) unless a lever is pulled!

Wait, that's actually a good idea...
nil, all the civs are at war with each other, not just dwarves? Could we use the treants as a defense against weaker races such as lizardmen?

EDIT:
Hole... What the...
Corpses and blood everywhere....

EDIT#2:
Crap, I melted a hole in the floor of the courthouse >.<

EDIT#3:
Ok, I'm done :)

The free treants are all dead, I've unrecruited everyone and there's a hole in the floor of the courthouse.
Save incoming!

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwarves**
Post by: **DaPatman** on **November 06, 2009, 09:40:45 am**

Quote from: Servu on November 06, 2009, 05:08:28 am

Wow, I really want to know how the treants got all the way to the courthouse, beings slow as hell as they are. You didn't engage them *directly*, did you?

...Maybe.

Quote from: AlienChickenPie on November 06, 2009, 06:53:30 am

Fuck it, the entire population will now charge the damn trees and make them leave.

How do you think so many dwarves got injured.

I have a lecture now, but once I get back I'll post all the stuff related to my turn. For now I shall merely suggest that the bedrooms be moved nearer the water factory. I lost three champions to a series of goblin ambushes earlier in the turn, but two of them died of thirst.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwar**
Post by: **Danarca** on **November 06, 2009, 09:54:13 am**

Fix'd save!!!
(http://dffd.wimbli.com/file.php?id=1562)

Sparkgear VII rocks on!

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwarves**
Post by: **AlienChickenPie** on **November 06, 2009, 12:21:23 pm**

That's great. What did you do to them?

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwar**
Post by: **Danarca** on **November 06, 2009, 02:34:59 pm**

First I dwarfgreed one at 0 with tweak.
I didn't notice no corpse (The corpse is actually destroyed, so cold is 0 (The dwarfgrees goes from 0 - 66,000~. The forts location lies at 10,000. In comparison *adamantine melts at 25,000*)

So the next one I fired up at 66,000~(nearly 3 times the amount neccesary to melt adamantine, and more than adamantine boiling(50,000)), which melted a hole in the floor.

Then I remembered that 0 dwarfgrees also destroys the corpse, so I proceeded to zero out the rest of the treants.
A few brave recruits, and Servu notably, also got destroyed in the process.
I'm not sure I 10,000'd all the tiles back, so I recommend staying out of the courthouse for a season until the dwarfgree get back to 10,000~.
Dwarves can survive in the 9,500 - 11,500 dwarfgree range, just so you know.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwarves**
Post by: **DaPatman** on **November 06, 2009, 03:23:47 pm**

I make it time to post my account of my turn (not from the point of any dwarf, as I suck at that sort of stuff, and besides, they'd likely as not have been killed by the treants), along with a Visual Fortress pic. No map, though, partly because I can't remember my login details for DFMA, but mostly because I don't have the right version of the .NET framework for the map compressor to work. (I used to have it, but that was before I needed to completely reinstall the OS on my laptop due to a program not letting me boot it up, even in safe mode.)

The events of my turn, as I originally typed them into Notepad while playing the game:

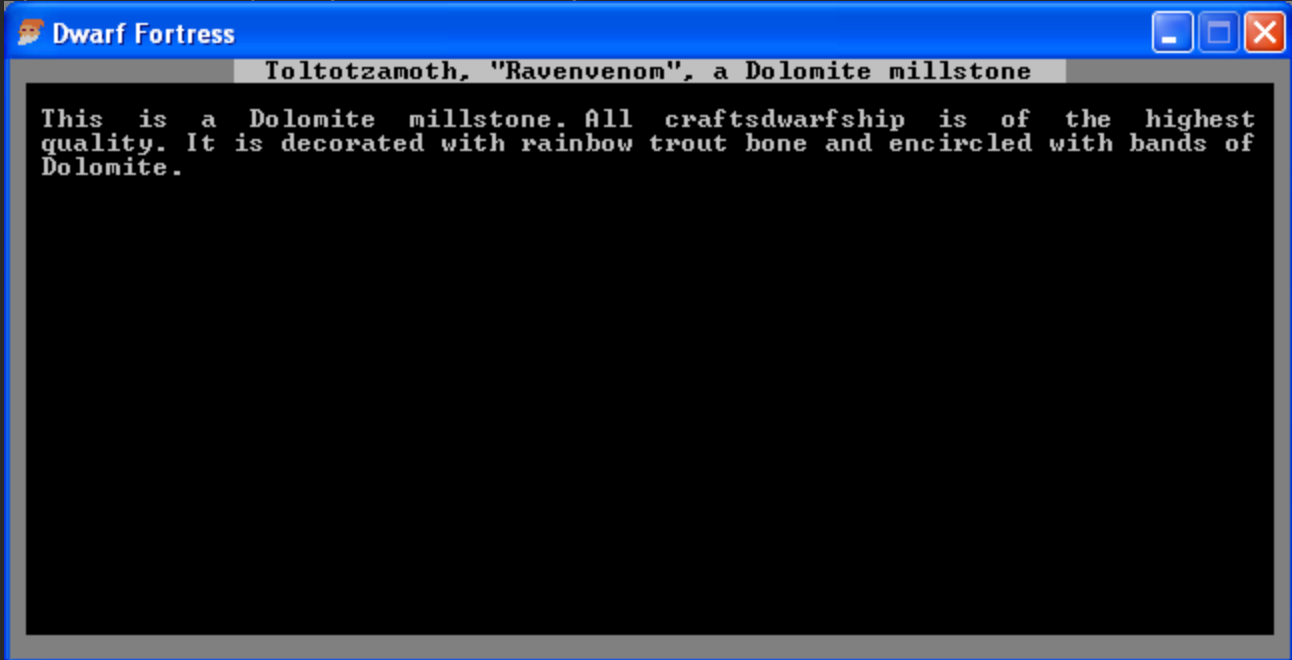
Nil's been posessed, and claimed a mason's workshop.

The problem with living like humies: Nil wants rock. We have no rock - it's all been used to make blocks, furniture and buildings.

Nil's finally got to work with some dolomite and some rainbow trout bones.

He's built Toltotzamoht, a dolomite millstone worth 6000 dorfbucks.

Spoiler: [The description](#) (click to show/hide)



A goblin snatcher was discovered. Unfortunately for him, it was by one of the squads, which made short work of him.

He was followed by a goblin ambush. This time, however, it was the water factory overseer who discovered them. Fortunately, there was a champion and an elite marksdwarf nearby, the latter of whom became a champion during the fight. We now have 4 champions.

Another goblin ambush in exactly the same place. The two champions set to work again.

In the middle of the fight, the mayor banned the export of steel items. Like I'm ever gonna do that.

Ambush the third. Same place again. You'd think the gobbos'd learn, wouldn't you?

And there's a fourth one. Again in the same place. Except now I'm beginning to worry, as two of my champions are flashing red, while a third is flashing yellow. For some strange reason, though, they fled as soon as they were discovered (by a dog). Maybe they saw all the goblin and ogre corpses and thought "Screw this, I don't wanna become a sceptre. I'm outta here!"

One of the champions has died of his wounds. We're back down to 3.

"Some migrants have arrived, despite the danger." They consist of 1 metalsmith, 1 weaponsmith, 1 armorer, 1 butcher, 1 lye maker, 1 fisherdwarf and 2 peasants. The weaponsmith and armorer now both have all the same jobs as the metalsmith, the lye maker is now also a wood burner and a farmer, the fisherdwarf is instead the new water factory overseer, and the peasants are the military's newest recruits.

Work on the execution tower is being delayed while additional bedrooms are built for the migrants.

One of the new recruits is dead. Serves him right for sparring with the captain of the guard instead of the other recruit.

Speaking of the other recruit, he's become a wrestler. Once he's increased his armor user and shield user skills, I'll probably tell him to pick up a weapon and start training with that instead.

Why does the well have to be so far away? A champion has just died of thirst, bringing us down to just 2 of them.

And now a second one has also died of thirst, leaving me with just the one. Fortunately, he's currently in good health.

The gnomes have shown up. Time to start hauling.

Two squads of treants have shown up. One in the northeast, one in the east. The gnomes showed up in the southwest, so hopefully they'll be OK. Or at least get in before the treants do.

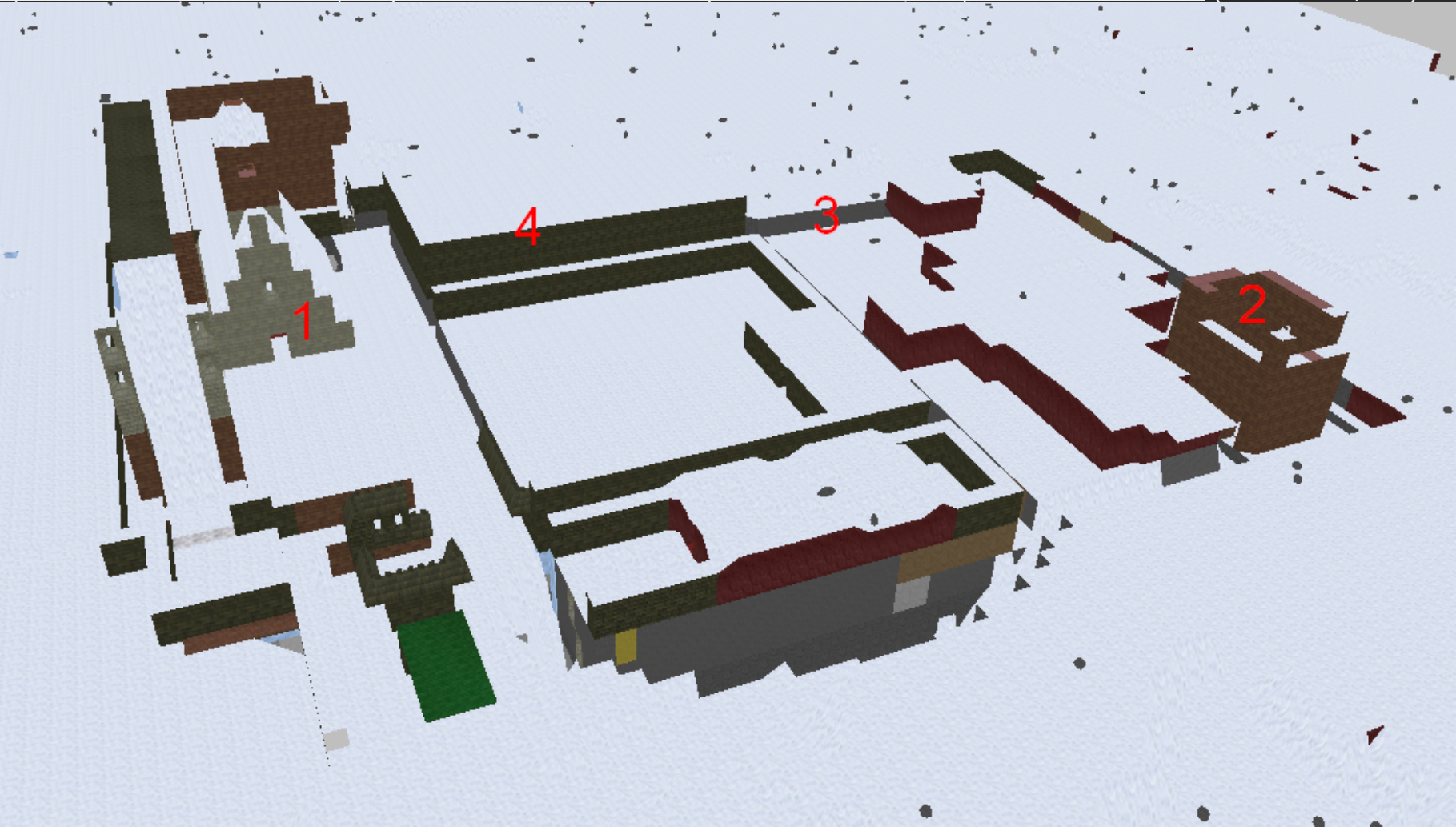
The gnomes have reached the depot. I intend to face the treants on the bridge, since past experience has shown that they are too heavy for the bridges to retract/raise (whichever it is).

The treants have destroyed both my military and the gnomes, I've resorted to drafting everyone. I'm not sure it'll be enough.

The siege has been broken, but there are still nine treants in the captain of the guard's quarters who won't leave.

A recruit has been taken by a fey mood. Undrafting reveals them to be a butcher, so that means we'll probably get a useless trinket. I have no intention of waiting to see what gets produced, since the sooner I finish, the sooner those treants become Somebody Else's Problem.

Spoiler: And now, the main complex (i.e. where most of the stuff is) in Visual Fortress, complete with annotations: (click to show/hide)



- 1: The treants ~~are~~ were (thanks, Danarca) gathered in this corner of the building.
- 2: The execution tower I was building out of ice (or water, as the game calls it (so why is it brown in VF?)) before the treants arrived. Progress was slow, due to my refusal to build floors I was just going to deconstruct later anyway, and so it is currently incomplete.
- 3: I filled up the cemetery, so this is the new one. (We're out of stone for making coffins with, BTW.)
- 4: I started building bedrooms on the next floor when the migrants arrived, but I think it might be better to move them nearer to the water factory (or vice versa - whichever's easier).

Also, it's not marked, but the trade depot needs rebuilding after a treant destroyed it, and a marksdwarf needs releasing from one of the cage traps next to where the depot was.

And here I was thinking my turn in SGV was crap...

Title: Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwarves

Post by: **AlienChickenPie** on **November 06, 2009, 04:07:14 pm**

At least the game is rolling again, and we have one more ridiculous predicament to put on SG's resume.

Tomorrow is Ezk1's turn, but he hasn't posted here in a while. If you'd like to serve as a replacement, please post in the thread and you'll be able to start playing in seven hours, if Ezk1 doesn't show up.

Title: Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwarves

Post by: **Ezk1** on **November 06, 2009, 04:18:56 pm**

FUU i forget... am I too late?

Title: Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwarves

Post by: **AlienChickenPie** on **November 06, 2009, 04:27:27 pm**

Not at all. In fact, you're fashionably early. Your turn officially begins in 30 minutes, and there's a 6 hour grace period before an unclaimed turn is dropped. The latest save is Danarca's, a page or two back. Pick it up right now if you want and make sure to take up a challenge to make things interesting.

Title: Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwarves

Post by: **Danarca** on **November 06, 2009, 04:36:57 pm**

Quote from: Danarca on November 06, 2009, 09:54:13 am

Fix'd save!!!
(<http://dff.d.wimbli.com/file.php?id=1562>)

Sparkgear VII rocks on!

This is the save, in case you're confused ;)

Title: Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwarves

Post by: **Servu** on **November 06, 2009, 04:53:13 pm**

(Servu, coming from the dining room)

- Ahh, that was some good plump helmet roast there. Oh hey Danarca! Gotten those pesky twigs out of my courthouse yet?
- Yes, actually I have. No thanks to *you*.
- Hey! It was my totally legal break time. You gotta obey the Law. I know that, since I *am* the Law around here. By the way, I think it's time to lock up some peasants.
- Yeah, about that. I had to use some really sinister fire magic to get rid of those treants, and the place is probably going to be terribly haunted for the next thousand years.
- Now thats just elfy gibberish, and you should know better than to... OH DEAR ARMOK MY FLOOR! WHAT HAVE YOU DONE TO MY BEAUTIFUL FLOOR?! I'm going to get you for this!

Title: Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwarves

Post by: **Ezk1** on **November 06, 2009, 05:07:35 pm**

Servu I couldnt describe myself when i read your post (above this) so i tell it in this way: xD

ps. its time to rest, put i get on business first thing at morning
pss. first time im glad that i live in gmt +2 zone ;)

Title: Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwarves

Post by: **Danarca** on **November 06, 2009, 05:29:27 pm**

Hahahaha, cracked me up Servu ;D
Shame we're both dead.

No, seriously, I accidentally killed you.

Title: Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwarves

Post by: **DaPatman** on **November 06, 2009, 05:38:46 pm**

Quote from: Danarca on November 06, 2009, 04:05:59 pm

Quote from: DaPatman on November 06, 2009, 03:23:47 pm

And here I was thinking my turn in SGV was crap...

Lots of people died, seems quite SG'ish to me :D

Actually, I'm beginning to think this was a great turn. In SGV, dwarves merely died, while in this, dwarves died in style!

BTW, had the butcher finished his artifact by the time you exploded the treants, or was he still gathering items/working?

Title: Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwarves

Post by: **Ezk1** on **November 06, 2009, 05:41:34 pm**

Damm you internet delaying my sleeping :D... atm im in fear, because i can just image, what the situation of SG is now...^^

Title: Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwarves

Post by: **Danarca** on **November 06, 2009, 05:49:21 pm**

I didn't check on any of the dwarves, I only noticed Servu 'sploded..
A lot of recruits, too, but Servu I noticed because he was the captain of the guard and had a unique name.

The exploding part probably only took 2 ingame days anyways, so I doubt he would've finished it =/

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwarves**
Post by: **Ezk1** on **November 06, 2009, 05:50:48 pm**

BTW i tried to dl save, but didnt work. do you have same proplem or is it me?

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwarves**
Post by: **DaPatman** on **November 06, 2009, 05:50:59 pm**

Actually, there didn't seem to be very many unhappy dwarves when I decided "Sod this, I'm leaving the treants in the hands of someone else." Whether or not that changed while Danarca was exploding the treants is something I don't know.

Also, I never named a dwarf after me. Assuming he a) doesn't go insane and b) is a he (I forgot to check), would you mind naming the moody butcher after me? If not, just pick a male, non-military dwarf at random, but let me know who you pick.

EDIT:
[Quote from: Ezk1 on November 06, 2009, 05:50:48 pm](#)

BTW i tried to dl save, but didnt work. do you have same proplem or is it me?

DFFD appears to be down at the moment. Given your timezone, I'm assuming you weren't going to start playing tonight, so I'd try downloading it tomorrow morning instead.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwarves**
Post by: **The Architect** on **November 06, 2009, 08:31:27 pm**

SGVII: Now with more murder!

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwar**
Post by: **nil** on **November 06, 2009, 09:08:15 pm**

Just had it pointed out to me that minotaurs are totally broken right now! There's a typo in their creature entry ([CAV_CIV] instead of [CAN_CIV]) and [ACTIVE_SEASON:FALL] where it needs to be [ACTIVE_SEASON:AUTUMN] in entity_standard. I'm pretty sure the active season tag requires a regen, but there's a slim chance fixing this will let them come to trade without one (they were making civs even with the bad tag).

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwarves**
Post by: **The Architect** on **November 06, 2009, 10:00:09 pm**

The idea of trading minotaurs seems odd to me. Aren't they generally perceived as savage creatures of poor intelligence?

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Path blocked by dying dwar**
Post by: **nil** on **November 06, 2009, 11:23:31 pm**

It was less a matter of being any sort of thoughtful decision and more that they were the only creature left in creature_standard who it made any sense as a civilized creature (other than the gnomes everything else is). Plus, I was going for sort of savage type anyway--no farming, main trade item is exotic animals, etc.

The mod isn't really meant to stand on flavor or immersion, though; was aiming at more of a "hard mode."

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **The Architect** on **November 07, 2009, 03:48:02 am**

scratches noggin

Well, seems like a pretty decent explanation. On the subject of treants, a destroyer_2 with trap_avoid civ seems a little harsh if you are going to make the "no closed fortress" rule. That basically mandates spike traps or ballistas., both of which are very clunky in terms of the game mechanics.

Unless anyone knows of something else that can stop trap_avoid destroyers.

Edit:Grammar!

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Ezk1** on **November 07, 2009, 03:57:48 am**

First thought i got, when i first saw this fort: mm... wut...why all those bodies... i need a drink ->

Ok i would be happy if somebody could explain little this fort (where is main gate, where the levers are, where are bedrooms) stuff like that

EDIT
and im in trouble. Im not sure but is trade debot destroyed??
If it is, i dont know what levers do becouse everynote says: "south of trade debot, near trade debot etc.".... so whats the situation?

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **AlienChickenPie** on **November 07, 2009, 04:58:10 am**

There are three entrances- the drop bridge, the small bridge by the trade depot's former location and the large bridge to the south. We have posetd Visual Fortress picture which illustrate the entrances, as well as the general layout of the fortress.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Ezk1** on **November 07, 2009, 05:24:23 am**

So we dont have trade debot?

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **AlienChickenPie** on **November 07, 2009, 05:51:48 am**

The treants wrecked it, but the place were it stood is marked by large piles of merchandise.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Danarca** on **November 07, 2009, 06:58:41 am**

Yeah about that nil, [INTELLIGENT] is actually just [CAN_CIV], [CAN_LEARN] and [CAN_SPEAK] bundled in one tag.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **DaPatman** on **November 07, 2009, 08:17:11 am**

The trade depot was just south of the drop zone bridge, and just west of the cage traps that caught seven treants and a marksdwarf.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Ezk1** on **November 07, 2009, 08:31:36 am**

Playing this fort is... boring. Allmost every dwarf of this fort is injured so, cant do much, just to hope that they get better and nobody attacks us. But who knows what will happen..

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Danarca** on **November 07, 2009, 10:17:15 am**

Hang in there!

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Ezk1** on **November 07, 2009, 12:41:13 pm**

Ok some ppl come visit meh, so havent played much this fort (yet). BUT!

STATUS REPORT TIME
Many,MANY bodies everywhere, cant even count.
If i have counted right, just 2-4 dwarfs are up, other are injured in bed or uncousious. Cant have anything done, becouse these few survivors are treating others.
And miasma... lets just say, atm my screen is purple (-.-).

So what i will get done during my turn? Prop nothing ;D

I made some goals tough: I try to get treated as many dwarfes as possible, so that this fort would go on.
Second i would like to reserve next avaible day, becouse i think that i wont get much to done during this one.

~~ps. There is guy named Ezkh, grainer or smthing. Make him back marksdwarf (captain), if i dont do it.~~
nevermind the guy i tryed to name, died before ihad chance :/

So that end our report folks. Lets hope better tomorrow in name of Armok, and drive safely.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Ezk1** on **November 07, 2009, 12:43:21 pm**

EMERGY REPORT
Everybody is trhowing tantrum, and those wo dont do this, are dying in thirst or hunger. I think that this fort is pretty messed up.(it was your evil plan to give me this save, whit current situation, wasent it?)

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Ezk1** on **November 07, 2009, 12:52:21 pm**

Ok, i got about 30 dwarfs when i started save. Now i have..mm.. riiiight.
I go to eat now, you will soon find out what happen next!

OK, its time for "What happens next?"
So I just to want to hear what you guess, i will do or what will happen next

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Danarca** on **November 07, 2009, 01:43:04 pm**

2 dwarves survive the incoming tantrum spiral, the dungeon master and an ecstatic kid!

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **The Architect** on **November 07, 2009, 02:51:30 pm**

God brings retribution to the fort for your horrible grammar?

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Ezk1** on **November 07, 2009, 03:48:28 pm**

Quote from: The Architect on November 07, 2009, 02:51:30 pm

God brings retribution to the fort for your horrible grammar?

You wish, but God is ´nt so merciful, he just want me to suffer

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Ezk1** on **November 07, 2009, 03:58:01 pm**

So this is situation: We have 3 dwarfs left, peasant, bone carver, and a child (FEAR THE MAN POWER OF OUR FORT!).
All others died in thirst or hungry, or went insane^^

And when things look bad, they just can get worse....

SURPRISE,SURPRISE, Its fucking lizardman siege.

So as you can see my turn have been misery and pain.

And I think its time to say that this fort is doomed.(And I can just say that isint my fault, fort was just so bad shape that couldnt do

much..)

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Ezk1** on **November 07, 2009, 04:03:31 pm**

Some lizard man managed to get inside and have killed 2 dwarfs... Child is still safe, but how long?

Ok i think its time of savescumming or reclaiming, its just that Danarca did good work whit killing those treants, but too many friends of dwarfes was killed, and becouse of that every was sad, and just wanted to get out of this cursed world...

ps. Child somehow survived, was hiding under hes bed, and he is even ecstatic :D

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **AlienChickenPie** on **November 07, 2009, 04:08:05 pm**

There should be enough food to sustain the child. If he survives until immigrarnts arrive, it would be pretty damn epic.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Ezk1** on **November 07, 2009, 04:09:24 pm**

Hmm..not bad idea, thats the plan!

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Ezk1** on **November 07, 2009, 04:20:16 pm**

Epicness, hear my call.

Okey, this is what i think happened: This surviving child, is actually child of Armok, and Armok is pleased of the blood of fallen. This is why he uses hes awesome powers to make this fort rise again. In name of Armok, Sparkgear will survive!

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Ezk1** on **November 07, 2009, 04:26:06 pm**

So much has happened in the hour. (Belive or not, i have only played about hour DF today).

I wont play any longer, becouse i want to discuss about "future" whit you guys. Anyway next one will get hell of mess to clean, have fun whit it.
Next one should just focus to repair our fortress.

What will we do whit this?

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Lord Shonus** on **November 07, 2009, 04:26:35 pm**

I'll take wendsday, if this lasts long enough.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Danarca** on **November 07, 2009, 04:27:21 pm**

Children are always ecstatic.
No exceptions.

FAKE EDIT;
Rename the childs profession to "Spawn of Armok".
The childs tomb is going to be a megaproject in itself, completely with magmafalls and caged treants.

That child just saved SG VII.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **nahkh** on **November 07, 2009, 07:57:14 pm**

I'd suggest the title "Bloodborn" instead of "Spawn of Armok"

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Danarca** on **November 07, 2009, 08:32:54 pm**

Bloodborn sounds better, hell yeah :D

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Bloogonis** on **November 07, 2009, 10:45:44 pm**

wait... Im after barb! Oh NOES!

... hmmm but Patman already did the seal god style of zerg rushing unarmed civilians at unit that is very resistant to wrestling. so maybe he will have more directed mayhem. I can only hope right?

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **nil** on **November 07, 2009, 11:04:58 pm**

Isn't it Barb's turn... right now? Upload the save, ezk1, if you're still around. Otherwise, Barb should download Patman's save, if not mine.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Lord Shonus** on **November 07, 2009, 11:08:24 pm**

Am I in?

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **AlienChickenPie** on **November 08, 2009, 01:26:04 am**

You're in, Lord Shonus.

Ezk1 is late in submitting his save and Barb is late in claiming his turn. Technically, both of their turns ought to be skipped. Due to the double lateness and the fortress-forming events that occured, I'll give Ezk1 a roughly 4 hour extension, ending in 10:30 UTC. Once that's up, Sunday's turn is up for grabs. I likely won't be back in about 11 hours, so this turn is up to the community. The first one who asks for the turn after this post gets it if Ezk and Barb don't show up in 4 hours.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Heron TSG** on **November 08, 2009, 01:37:47 am**

Wait, it isn't even Sunday yet!

I'll be starting in the morning. Happy 11:00 pm!

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **AlienChickenPie** on **November 08, 2009, 01:52:24 am**

Good to see you, Barb. Seeing as you're here and going to sleep soon, Ezk1's extension will last until your morning. If he fails to upload the save by the time you start playing, use DaPatman's save. If you're a coward, nil's save is okay too.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Ezk1** on **November 08, 2009, 04:48:24 am**

Sry guys, i forgot to upload save last night. ~~I will upload asap.~~
Here it is:
[Spoiler](#) (click to show/hide)
<http://dff.d.wimbli.com/file.php?id=1568>

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **DaPatman** on **November 08, 2009, 06:48:06 am**

OK, I gotta see just how bad it's got.

EDIT: Fuck. Me.

[Spoiler](#): Barb, when you load the save, this is the screen you will be presented with. Just a heads up. (click to show/hide)



Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Servu** on **November 08, 2009, 07:29:22 am**

Wow, I just got back to my computer for the first time since my last post. This shit is epic. Who are the Bloodborn's mortal parents by the way?
Keep the Bloodborn safe and before it grows up, there shall be a gigantic temple to appreciate it. With grates over the Bloodborn's steel throne that rain gore of our enemies over the Greatly Blessed One! And an enormous tomb with treants eternally locked in a room where they are constantly tormented by a river, nay! A *waterfall* of magma!

Oh yeah and if I had to die, I must say exploding grossly due to a thermodynamical anomaly destroying a bunch of giant walking trees is absolutely the way to go.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Heron TSG** on **November 08, 2009, 10:17:45 am**

whee! downloading save.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Heron TSG** on **November 08, 2009, 10:53:47 am**

Can anyone upload the program? mine keeps giving me errors.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Danarca** on **November 08, 2009, 11:29:33 am**

The program? Dwarf Fortress? :S

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Heron TSG** on **November 08, 2009, 11:35:18 am**

Yes, with the mod installed.

PS: I have the save, but it doesn't seem to be working with my install of Relentless Assault. Therefore, I need someone else's.

EDIT: If no file has been uploaded within an hour, someone else can take this turn. I'm not waiting all day.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **AlienChickenPie** on **November 08, 2009, 12:38:25 pm**

I'll upload my own folder. It won't take long.
Did you try 40d16 with the latest Relentless Assault?
<http://dffd.wimbli.com/file.php?id=1571>
Here you go. Make sure to copy the dist folder from another DF 40d16 installation, because this one doesn't have it.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Heron TSG** on **November 08, 2009, 12:50:05 pm**

I used 40d.

I'll start when you upload.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Ezk1** on **November 08, 2009, 12:54:46 pm**

Barb, name that dungeon master Ezkh, because all dwarfes was dead during my turn :P

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Heron TSG** on **November 08, 2009, 12:56:25 pm**

Where do I find 40d16 to get a dist folder?

Nevermind, found it.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Heron TSG** on **November 08, 2009, 01:33:46 pm**

Oh yeah, forgot to post my goal.

I want to be the very best, like no one ever was! To catch them is my real quest, to train them is my caaaaaaaaauuuuuuuse!

((I plan on catching things in cages for a massive zoo complex, which will be full of any invaders. Also, MEGAPROJECTS ABOUND!))

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **AlienChickenPie** on **November 08, 2009, 01:51:09 pm**

Does it work now?

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Danarca** on **November 08, 2009, 03:30:48 pm**

[Quote from: Barbarossa the Seal God on November 08, 2009, 01:33:46 pm](#)

Oh yeah, forgot to post my goal.

I want to be the very best, like no one ever was! To catch them is my real quest, to train them is my caaaaaaaaauuuuuuuse!

((I plan on catching things in cages for a massive zoo complex, which will be full of any invaders. Also, MEGAPROJECTS ABOUND!))

Your project usually seems to be to fuck shit up for the next person in line :p
But seems like DaPatman did that pretty fine this time.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **nil** on **November 08, 2009, 03:34:29 pm**

You should build some, you know, defenses too. So everyone doesn't die and all that.

But I already got you a polar bear!

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Heron TSG** on **November 08, 2009, 03:52:52 pm**

I'm currently building a Fortress known as "THE STAIRWAY TO HEAVEN!"

I tried catching some of the muskoxen, but they were all slaughtered by a polar bear that I then killed with bear hands.

Quarrying has been done in massive quantities, with the loss of only three miners. A new aboveground farm is built next to the STAIRWAY TO HEAVEN, and I still have no idea how to run the obsidian machine. I've make a random peasant the new pentanoble, and named the dungeon master Demonic Spoon the VII, in honor of tradition.

Also, a civilian defense force is being trained. No progress has been made, but we'll be needing them in the future.

Also, I got a GREAT new idea for the next SparkGear. It will be most exciting.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Bloogonis** on **November 08, 2009, 04:46:30 pm**

Im worried. I have never lost miners while digging open quarries. its hard to even do that on purpous. so...

with an hour or so till my turn starts I fear for the lives of all the dwarves. how is the water situation doing? I realy dont want to mess with the WPD at all. it scares me.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **AlienChickenPie** on **November 08, 2009, 04:49:45 pm**

Open quarries can be a little tricky when dealing with existing terrain. Depending on how you do it, you often end up with clumps of ramps or overhangs that can be dangerous to remove.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Bloogonis** on **November 08, 2009, 05:33:46 pm**

oh, maybe its cause I use legendary miners and do one level at a time. I can see now how it could leave large chunks of rock unsupported over your miners.

still, with the current death toll, I wouldn't be surprised if we start getting the No migrants came out of fear for their lives stuff.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Heron TSG** on **November 08, 2009, 05:44:17 pm**

I'm working on making the fortress so rich that migrants will come no matter what.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Bloogonis** on **November 08, 2009, 05:48:05 pm**

that sounds scary all on its own :D

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Heron TSG** on **November 08, 2009, 06:03:24 pm**

I just hope that more enemies come based on our richness ;D.

Half of an entire Z-level has been smoothed! The Stairway is half way! Doom shall come to this woooooorld!

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **DaPatman** on **November 08, 2009, 06:18:19 pm**

Quote from: Danarca on November 08, 2009, 03:30:48 pm

Quote from: Barbarossa the Seal God on November 08, 2009, 01:33:46 pm

Oh yeah, forgot to post my goal.

I want to be the very best, like no one ever was! To catch them is my real quest, to train them is my caaaaaaaaauuuuuuse!

((I plan on catching things in cages for a massive zoo complex, which will be full of any invaders. Also, MEGAPROJECTS ABOUND!))

Your project usually seems to be to fuck shit up for the next person in line :p

But seems like DaPatman did that pretty fine this time.

You're welcome.

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **AlienChickenPie** on **November 08, 2009, 06:56:04 pm**

The turns changed 2 hours ago. If you need extra time, Barb, make sure Bloogonis knows about it.

Also, Friday and Saturday are open.

Title: **Re: Sparkgear Seven - Treant cancels Leave Fortress: Burning Treant Squatters**
Post by: **Heron TSG** on **November 08, 2009, 07:00:41 pm**

Catten's Log- Stardate 098435.2

Recently, things have been looking up for us. Sure, three miners died to a cave-in, but SOMEONE had to get more rocks to build with. To the west, there is now a massive ice-skating field, smoother than a kobold's pickup lines.

Speaking of kobolds, three kobold thieves (and two master thieves!) attempted to steal some of our random crap. With our newly developed strength from all that smoothing, we easily cut down all but Fififishrodus, the second Master Thief. Kivish chased him to the Big Round Hole, after punching him in the spleen. Both tumbled in, Kivish twisting his leg horribly while he punched Fifi in the gut so hard his arms flew off. Kivish is in critical condition, but I fear that our new riches will bring great and terrible tragedy to this fortress.

SAVE (<http://dffd.wimbli.com/file.php?id=1573>)!

((Harharhar! I made the game harder without actively hurting it!))

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **Bloogonis** on **November 08, 2009, 07:20:37 pm**

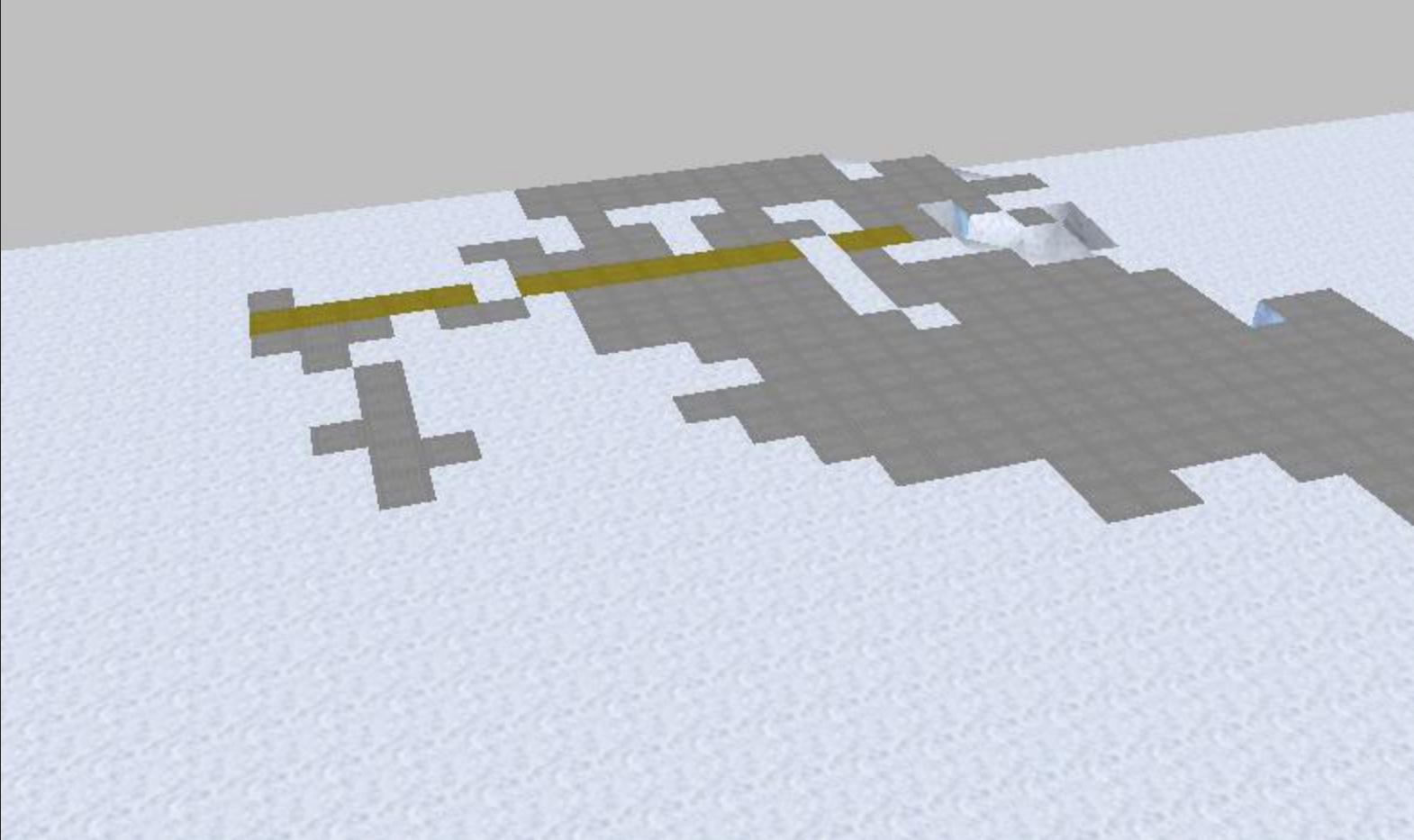
yay, that means I can have a large portion of my turn being haunted by "the aspect of the Seal" and constant fear of collapse. (Edit: without wasting time with corpse disposal... unless there are still lots of corpses...)

I will take a look at the conditions of the fort before deciding on my goal

addition 1: ... WTF!

Addition 2: what happened to the gravity trap lever? also I cant reach any of the 1000+ stone you suposedly mined out. its in the stocks but only 1 obsidian is reachable to any place in the base

Addition 3:
Spoiler: Don't eat it (click to show/hide)



man Seal is some slave driver, not allowing any breaks.

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **Heron TSG** on **November 08, 2009, 07:44:32 pm**

There are many corpses indeed.

Also, put every building on lockdown. Kobolds are popping up like popcorn. (And flying through the air like popcorn as well!)

PS: I didn't make them fly. I just like punching them.

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **nil** on **November 08, 2009, 07:46:57 pm**

Quote from: Bloogonis on November 08, 2009, 07:20:37 pm
I will take a look at the conditions of the fort before deciding on my goal

The fort really, really really needs some defenses. I recommend ice, but good old molten rock would work too,

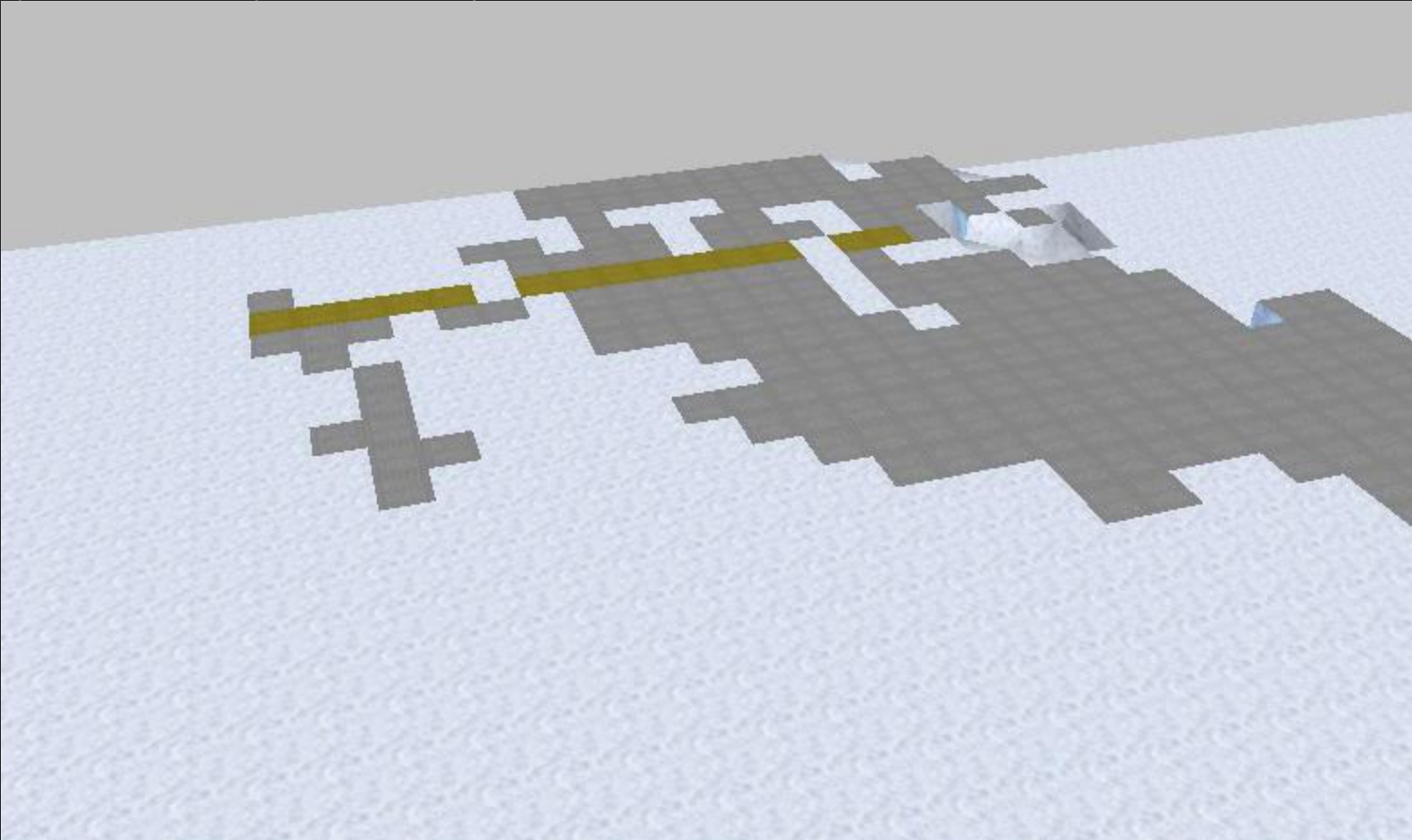
edit: VVVVVVVVVVVVVV The lever seems to be working for me, what's the problem?? VVVVVVVVVVVVVV

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **Bloogonis** on **November 08, 2009, 08:11:56 pm**

addition 1: ... WTF!

Addition 2: what happened to the gravity trap lever? also I cant reach any of the 1000+ stone you supposedly mined out. its in the stocks but only 1 obsidian is reachable to any place in the base

Addition 3:
Spoiler: Don't eat it (click to show/hide)



man Seal is some slave driver, not allowing any breaks.

EDIT1!!!!1111!! OMG wth omg! how long has that caravan been waiting for a Depot, with no one with architecture... and the only miner wasnt given the mining task berbelergelgerferberbelox!

sorry, its just that the fort is a dilapidated ice cube of a fort and i have so far run about 1 minute of actual game trying to track down all that is wrong here.

also! Where my bitches at? who got all the bitches killed! you need Bitches for an active production of war dogs. we have 4 males. this will not do. Damnit! Sibrek! Build the damn Depot! *stomps off

edit 2: oh the lever it is hidden from mine eyes. I can not find it.

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **Bloogonis** on **November 08, 2009, 08:46:56 pm**

this is odd. everyone is asleep. its oddly serene here on the glacier with no sound to speak of, only two are awake. Demonic spoon and Mistam Reborn of Blood (changed the title to fit better) and... now the caravan has left, well no trading for me I guess.

Sp many cages filled with captured enemies. my job will be this and this alone. I will construct the blood tower! it shall be the end of all who Challenge us and fail. may their blood bathe the Blood born son of Waxfountain!

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **nil** on **November 08, 2009, 08:55:24 pm**

Levers are in the southwest corner of the dining hall

use the (N)otes to see which is which

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **Bloogonis** on **November 08, 2009, 09:01:23 pm**

lol they are so sneaky! alright the fortress is open for buisness. I tore down the bridge that conected the water to the outside world. its simply un needed and lead to 2 Dorfs dying of thirst.

Added: I have begun the Ramp'ocaust of 309. all non beneficial ramps must be slaughtered by my small mining core. slay them to the last Muhahahaha

added more: I have now had my fifth "Ambush" a single kobold blowgunner. im not sure if its the same one leaving and coming back. if it is lol. if it isnt lol! he is the primary reason for the ramp'ocaust

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **Bloogonis** on **November 08, 2009, 10:35:54 pm**



we have no military to speak of. but we do have some equipment, and gravity!

Result. Kivish the leader of the impromptu axedwarves withdrew from society dragging all of them away from the entrence. no one wanted to pull the lever untill the first two squads got through. it killed the third and forth though. leaving the first and second with free reign of the fort and squad 5 headed to the back door.

I locked the door to the plumphelmet feild behind the masons and saved the Blood Reborn son of Waxfountain so he is the only friendly thing alive, not including 2 wardogs in cages. All the Donkeys are dead :((we had a mild proliferation last season.

My question is this. should I wait it out with just Mistath living untill they leave and hope for a caravan or something.

OR do I savescum. I vote this. it is early autumn so it will be a short step back and the reason everyone died was do to the stupid leverpuller not being in the Hall when I changed the orders and me not noticing until I wanted to have it pulled.

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **Danarca** on **November 09, 2009, 12:01:53 am**

[Quote from: Bloogonis on November 08, 2009, 10:35:54 pm](#)



we have no military to speak of. but we do have some equipment, and gravity!

Result. Kivish the leader of the impromptu axedwarves withdrew from society dragging all of them away from the entrence. no one wanted to pull the lever untill the first two squads got through. it killed the third and forth though. leaving the first and second with free reign of the fort and squad 5 headed to the back door.

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OR do I savescum. I vote this. it is early autumn so it will be a short step back and the reason everyone died was do to the stupid leverpuller not being in the Hall when I changed the orders and me not noticing until I wanted to have it pulled.

... Yeah savescum.

Also I hope you know I was joking DaPatman ;)

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **Bloogonis** on **November 09, 2009, 12:46:18 am**

I did, since the kid died of thirst before the seige broke. so I went back and now they are showing up earlyer. and each time *something* makes the axe squad get killed. first was the mood. then the leader goes out of the fort to look for equipment... he didnt need he just did and gets killed, next time he does that and dodges off the side of the gravity trap. then the last time I tried it the axe squad would go up to the bridge one at a time and strat fighting the wolves. and never wait till the bastered were on the bridge. Im going to go one more time and request a partial closing off against this foe.

58 raging wolfmen vs 15 under traind modestly equipped soldiers = lose. and it doesnt help that the leverpullers dont do their jobs.

Im going to do a run that closes down the fort at all spots except the bridge trap. one or two might survive the fall or the lever pullers might fail miserably so its not a gurantee. I just cant get them to do the switchups correctly.

Edit: disregard. Im going to try and slow production of my project and train the axedwarves up a little and hope they dont kill eachother

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **The Architect** on **November 09, 2009, 01:08:57 am**

You have Obsidian, right?

...why are you mass-training axe users again? My suggestion is that you mastercraft a dozen or so obsidian swords, pop out 5 or so silver swords (use a fisherdwarf or someone to create weak weapons and give someone dabbling skill for moods) and train with those, while the rest of your military remains on duty with the obsidian shortswords.

Sooner or later someone has to devote a turn to making the fort defensible. If everyone is trying to cram in early megaprojects when you have an open fort rule, that's a recipe for failure.

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **nil** on **November 09, 2009, 01:31:38 am**

Quote from: The Architect on November 09, 2009, 01:08:57 am
Sooner or later someone has to devote a turn to making the fort defensible. If everyone is trying to cram in early megaprojects when you have an open fort rule, that's a recipe for failure.

QFT

Also, weapons traps will help vs. everything that's sieged so far except werewolves.

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **AlienChickenPie** on **November 09, 2009, 02:06:25 am**

This is an open fort, it's ridiculous to play without a strong military. If you keep half-assing that, all the soldiers will die whenever there's a serious siege, and you'll have to start from the top.
I expect every single one of you to keep no less than 40% of the population or 40 dwarves ready for war. This means they must all be in active military service, or Elites temporarily put out of service to crosstrain their stats with civilian labor. If you're going to have trouble with this, Bloogonis, consider yourself grandfathered.
You will thank me when the fortress population stabilizes and you won't have to deal with the population getting decimated every year.

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **The Architect** on **November 09, 2009, 02:56:29 am**

Option #2 for a quick military build in an open fort would be archers. If you train them with bone bolts you should be able to have 10 or so ready to hurt things in a month. They can be placed out of reach, covering an entrance into which you funnel the siege or ambush. Then, when a squad enters the area, you close it off and open an entrance a good walking distance away. By the time they reach the other side you should be finished slaughtering the first group and ready to repeat.

As much fun as it is to train only hammer and axe users ("Dwarven" fighters), you need something effective before you can be picky. That's my 2☼.

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **Danarca** on **November 09, 2009, 03:24:37 am**

Quote from: The Architect on November 09, 2009, 02:56:29 am
As much fun as it is to train only hammer and axe users ("Dwarven" fighters), you need something effective before you can be picky. That's my 2☼.
I say screw the obsession with aces and hammers, LETS USE BLOWDARTS!

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **The Architect** on **November 09, 2009, 03:37:45 am**

Quote from: Danarca on November 09, 2009, 03:24:37 am
Quote from: The Architect on November 09, 2009, 02:56:29 am
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I say screw the obsession with aces and hammers, LETS USE BLOWDARTS!

Ah, logic, where art thou? Aces away!

Instead of the stupid joke that was here before, you can now read about the antics of my Queen. She dropped all of her clothes at the edge of the map and walked in, head held high, displaying her birthday suit. All of the miners and masons working near the entrance cheered, of course. I heard something about very expensive invisible silk clothes, but what's the point of nice clothes if people can see through them?

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **Lord Shonus** on **November 09, 2009, 04:27:48 am**

Compromise. Use diamonds.

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **Servu** on **November 09, 2009, 07:21:31 am**

Quote from: The Architect on November 09, 2009, 01:08:57 am
Sooner or later someone has to devote a turn to making the fort defensible. If everyone is trying to cram in early megaprojects when you have an open fort rule, that's a recipe for failure.
A ridiculously complicated defense megaproject?

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **Heron TSG** on **November 09, 2009, 08:56:26 am**

Quote from: The Architect on November 09, 2009, 02:56:29 am
Option #2 for a quick military build in an open fort would be archers.

That's where my megaproject comes in!

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **Bloogonis** on **November 09, 2009, 10:48:09 am**

there are multiple problems with your "Logical solutions"

One they arnt logicle. we have no living crafts dwarves and someone packed the orders full of doors and armor stands before their turn was over.

the turn starts with about 10 active dwarves. even with no jobs other then military being set up we have several wounded who will die of thirst due to the cold and that they were moved to the appartments. we have the fall trap and it is very usefull. but again the limited number of dwarves when not on military are always trying to "Check Chest' or "Harvest Plant" or "Eat" or "Sleep" or "Drink" that you cant get them to reliably pull the levers.

Barb started a large "water" minifort off to the side that would be great for archer. If he had finished it. and also not gotten bored with its construction and making the last designations out of wood (in a place with no carpenters)

this fort is seriously F'ed. its playable. Im just saying that we might need to have people take short courses in "how to make an open air quarry in DF" and "How Not to wrestle size 13 dam-block 8 creatures" and "How to quantum dump items for less memory intensive storage". that kills the fun of SG faster then a closed fort. and if each player is doing cleanup with a small group of survivors after the last guy each time *No* one has any fun.

That being said I am having "Fun" as well as fun. just understand that what Im working with is a for that collapsed. had one survivor then got a set of migrants to try and clean up after the dead. I got a set of migrants that took the total of living active dwarfs (not counting the DM or children) to 17. that is not anywhere near 40 Chicken is suggesting. and we would still need food haulers and healthcare workers.

weapon traps are another fail. because this turn we are being attacked by werewolves! and we have 5 squads of them with three local leaders in the mix. with the entier fort decked out in steel chain gear and carying steel battle axes or Picks. they still inflict 0 wounds ont the wolves because the pullers refuse to pull it in time, and 17 vs 50 is fail. and 17vs 20 is fail and 17vs5 is fail!

sorry, I have blown a gasket. I am still working on it and I got upset because this last attempt killed the save so I am going to have to start a new. My Project was just for show. just a simple tower to stash all the prisoners for a later bloody drop and the majority of my efforts spent on a usable quarry and accessible resources (which we had none at turn start along with no miners). the best military strategy i could work out was to give everyone woodcutting or minning so they would at least carry a weapon at all times in case of ambush. this means Axes where what I went with. we have fewer dwarves then the basic function of the fort requires so a millitary is hard to train.

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **AlienChickenPie** on **November 09, 2009, 11:59:07 am**

Some of these problems can be traced back to the fact that we keep getting steamrolled by sieges. This guts our active dwarf number, which means we don't have enough working hands to complete megaprojects or do anything but stay alive. This is why I mandated a military. Here's a clearer version of the military rule, and another thing I'd like to see implemented.
-Sparkgear must have at least 40% of its population as active military or as reserves, where reserves are experienced but deactivated soldiers. These guys can use any gear you want them to, but they have to be trained soldiers. The exact percentage is an initial estimate, it can and should be adjusted to make sure the resulting military is large enough but not too large.
-No sabotage. Inconsiderate actions that make gameplay difficult for the next player are forbidden, unless they're necessary or justified. Nobody likes spending 15 minutes micromanaging just to reverse the last player's intentional idiocy, or having most of the fortress die off because the last player neglected to take care of important stuff.

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **Bloogonis** on **November 09, 2009, 12:36:54 pm**

Problem right now is you need champions to take on werewolves of any number. I just lost another run with everyone being competent minor/Shield user/armor user. this time the bridge trap got pulled on time. and i killed the first squad with the fall. but they refused to reset it or close the rear door. DM and two other capable dwarves with all tasks turned off for the siege simply sat there with the No Job declaration and everyone was slaughtered. it wasn't helped by the fact that this go around I didn't get those migrants that I had been training in the previous attempted so I only had 10 active dwarves only 8 of whom were in the military.

back in the day it was funny to get most of your fortress slaughtered but that was when we didnt have the open for rule. its Unplayable if that is required. At least for these repair turns where we are still cleaning up Patmans mess.

Seal, where the hell are these 1000+ hidden obsidian it says i have in the stocks menu! you said you dug out pils of stone, but there is no stone reachable beyond 15 or so in the failed quarry

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **AlienChickenPie** on **November 09, 2009, 01:05:46 pm**

If things are so screwed up that you can't even set up your defences in time for the siege, then the only options we have for breaking the cycle are a revert or cheating. How far back will we have to go to reach a point where there's a reasonable number of active dwarves and a reasonable amount of time until the next siege?

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **nil** on **November 09, 2009, 01:22:31 pm**

Quote from: Bloogonis on November 09, 2009, 12:36:54 pm
Seal, where the hell are these 1000+ hidden obsidian it says i have in the stocks menu! you said you dug out pils of stone, but there is no stone reachable beyond 15 or so in the failed quarry

Stocks menu counts stones used for constructions, most of that obsidian is locked up in the apartment building and meeting hall. There's some you could use from the roof there without messing anything up (atm there are constructed floors over the tops of the constructed walls). The only other loose stone is on a series inaccessible ledges in the deepest, northernmost quarry.

Quote from: AlienChickenPie on November 09, 2009, 01:05:46 pm
If things are so screwed up that you can't even set up your defences in time for the siege, then the only options we have for breaking the cycle are a revert or cheating. How far back will we have to go to reach a point where there's a reasonable number of active dwarves and a reasonable amount of time until the next siege?

Servu's. We'd loose the half-finished execution tower and Barb's ice castle.

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **Danarca** on **November 09, 2009, 01:26:13 pm**

Ah comeon, we can pull through?
Surely if we gave someone nothing but mining and heated up the apartments+the way over there and micro-managed their jobs correctly?

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **Bloogonis** on **November 09, 2009, 01:29:28 pm**

I DID IT! OMG WOW!

I even had one point where I was sure It was over when a wrestle and swordwolf got through and the squad leader (Unbelievably agile and Unbelievably tough) survived the fall and heald most of his wounds while the Militia was off getting drunk :o

But I was able to Micromanage them well enough and they followed my orders well so they took the wolves on one at a time! im so proud of them (one got his arm ripped off and a plethora of brown wounds to boot) but the only reason it wasn't a failure is cause i locked the doors to the meeting hall. and was using a modified defensive perimeter using locked doors as apposed to levers for the other entrance. I also got scared when the swordmaster (squad leader who survived the fall) wouldnt fight back and was dragging my troops all over the fort. they eventually got a lucky hit on his head that slowed him down enough to Pick him full of holes.

I got a few lucky freebies when resetting the fall trap. i had a few that were waiting right next to the bridge and got flung off by the rest. I just hope I dont get hit by something else or at least get the traps loaded before any treants arrive.

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **Danarca** on **November 09, 2009, 01:50:02 pm**

Haha, congratulations :)
In the future, consider setting someone else as the squad leader ;)

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **Bloogonis** on **November 09, 2009, 02:15:44 pm**

the booz run probably saved them actually. as they would have been stuck in the middle of the three wolves and would have definitely lost more.

I got a migrant wave wooo! in the migrant wave we have a (drumroll) Recruit!... WHat kind of bull is that! he didn't even bring any equipment along...

aaaand the tower of Armok works. sadly I learn this before it is finished. stupid sibrek decides to build the floor next to the bridge before the one next to the wall and was knocked into the air by the dust.

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **AlienChickenPie** on **November 09, 2009, 02:19:21 pm**

Well played, Bloogonis, well played.

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **Squirrelloid** on **November 09, 2009, 02:42:32 pm**

I've been staying current with this thread out of a sick fascination. I don't even know how a fortress ends up in such poor shape - who doesn't ensure fortress defense before doing anything else (aside from getting the food inside, something much less critical when its freezing outside).

I might need to take a go at this just to bring sanity to it. Hmm.. time to check on how soon the next available turn is...

Edit: Go ahead and sign me up for friday. Do i need to find .40d16, because i'm using a regular .40d install?

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **AlienChickenPie** on **November 09, 2009, 03:01:05 pm**

Yeah, you should get 40d16. Get it here:
http://www.bay12games.com/dwarves/df_28_181_40d16_win.zip
You're going to have to make your turn extra spooky, though.

Title: **Re: Sparkgear Seven - Fortress collapse averted by a single child**
Post by: **Danarca** on **November 09, 2009, 03:15:17 pm**

Quote from: Squirrelloid on November 09, 2009, 02:42:32 pm
sanity

Ah ahahahahhahahahah!
Sanity in a Sparkgear game, you crack me up!

Oh boy, best laugh of today.. :)
Also, the versions above 40d11 have changed the keybinding-file, so if you use a non-american/english keyboard it'll most likely screw up.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Bloogonis** on **November 09, 2009, 04:02:04 pm**

We got an artifact. Microline bracelet called Crestwaved. it depicts the founding of Waxfountains in microline! sadly its a possession :-\

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **The Architect** on **November 09, 2009, 04:10:03 pm**

That's a bonus, actually. It counts twice in created wealth. What were you planning to do with a bracelet anyway, let it sit on a stockpile?

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **AlienChickenPie** on **November 09, 2009, 04:22:24 pm**

Quote from: The Architect on November 09, 2009, 04:10:03 pm
That's a bonus, actually. It counts twice in created wealth. What were you planning to do with a bracelet anyway, let it sit on a stockpile?

Put it on a retractable bridge over some magma. The lever operating that bridge would be the dwarf's berserk switch, turning him into an insane killing machine (or moping machine, or stripping machine) on demand.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Bloogonis** on **November 09, 2009, 04:27:26 pm**

so far ya. I might give it a special one at the top of the Tower of Armok.

problem with the possession is we don't need more money we need more dwarves and a legendary counts as like 10 of those ;D

Possessed individuals dont remember making the item, so i didnt think destroying it would make them go insane. anyway its a nice ornamental peice and I want to keep it. what did people do with the other artifacts?

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Bloogonis** on **November 09, 2009, 04:49:29 pm**

lol whos the ass that made the realy narrow barracks with the well in the middle?

Guess what happened? I emphasize the Well

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **sir labreck** on **November 09, 2009, 04:55:44 pm**

SG are so funny ^^

Thank for entertaining me. Else, for your case, I think a champion have drown, much predictable :.)

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Servu** on **November 09, 2009, 04:59:35 pm**

Quote from: Bloogonis on November 09, 2009, 04:27:26 pm
what did people do with the other artifacts?

I had three, if I remember right, but I presume they are all still sitting in the respective workshops. I mostly disregard artifact crafts if they don't have an amusing name/picture in them. Though the furniture/armor/weapon ones I usually pay more attention to.

I'm still amazed how fast this fort has plummeted; when I finished I think I could have dealt with twice the sieging that was present. Especially if I would have started to use the underground path to the factory. (Why did [can't remember the name] destroy the bridge leading there anyway? You could just have raised it with the lever)

I guess I'm just used to large sieges since my last fort was only a few tiles away from an orc capital.

Quote from: Bloogonis on November 09, 2009, 04:49:29 pm
lol whos the ass that made the realy narrow barracks with the well in the middle?
Guess what happened? I emphasize the Well

That would be me sir. The barracks were located this way in order to keep the water hauling distance at minimum. The floor of the area was still unfinished when the save was posted and the barracks in question was meant to be solely for wounded treatment. And if I may remark: I find your grammatical genocide and the fact that you started a sentence with the word 'lol' far more disturbing than the intended insult.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Squirrelloid** on **November 09, 2009, 05:10:58 pm**

Quote from: The Architect on November 09, 2009, 04:10:03 pm
That's a bonus, actually. It counts twice in created wealth. What were you planning to do with a bracelet anyway, let it sit on a stockpile?

Can't wear bracelets currently, so it won't count twice =(

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wa**
Post by: **nil** on **November 09, 2009, 05:18:48 pm**

Quote from: Servu on November 09, 2009, 04:59:35 pm
I'm still amazed how fast this fort has plummeted; when I finished I think I could have dealt with twice the sieging that was present. Especially if I would have started to use the underground path to the factory. (Why did [can't remember the name] destroy the bridge leading there anyway? You could just have raised it with the lever)
"twice the sieging force that was present" during your turn is pretty much what happened, though. With this mod, unless you're getting full five-squad sieges of giants, there's always worse to come.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Bloogonis** on **November 09, 2009, 05:29:47 pm**

It wasn't intended as an insult, just as a joke that you did built the well to spite me personaly. hence the use of lol at the start of the sentence not as a word but as a note to announce to all reading that I was using sarcasm. I had understood its function from the start.

Close but yet so far away Sir Labreck. we have no champions but we do have some stupid recruits. and 3 of them chose to dodge into the well for safety. and subsequently could not breath water.

I love the new title btw.

again sorry if you thought I was insulting you.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Servu** on **November 09, 2009, 05:44:27 pm**

Oh never mind. I just tend to easily get annoyed by bad grammar. Well at least in B12 where it is rather rare.
Quote from: nil on November 09, 2009, 05:18:48 pm
"twice the sieging force that was present" during your turn is pretty much what happened, though. With this mod, unless you're getting full five-squad sieges of giants, there's always worse to come.
So the difficulty curve is exponential? I *must* play this mod more.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **sir labreck** on **November 09, 2009, 05:52:41 pm**

Hum, not important, champion or recruits, they are as dumb one or the other ^^ Yeah, a champion lost hurt more, but, anyways...

Nothing worse could came after a full 5 squad of giant, I could want a turn 8) That is worse ;D

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Bloogonis** on **November 09, 2009, 06:07:44 pm**

well I'm rapping up my turn with a bang! actually, and accidental bang. I had queued a test of the ToAs bridge and promptly forgot about it. then later I pitted a number of Lizzy wrestlers as my last accion before saving and suddenly...
[Spoiler](#) (click to show/hide)



I thought Body parts were supposed to fall through grates? oh well it makes for some nice splash radius this way.

and this ends my turn I will tell them to close the bridge and save without un-pausing so the next guy gets to see the splash as soon as he loads up. just simple request place the last 5 statues on the ToA. also a warning the Quarry gate is not hooked up do to werewolf interference and lazy dorfs. I also started a mass grave/shine to the fallen next to the apartments that needs filling. (I still havent burried any of my own dead yet!)

I think that's everything.

Edit: the splash was large then I thought. 6z up and 7 over there are more bits flying through the air!

edit two: How did I forget to tell yall the Gnomes just arrived and are unloading their goods! happy trading!

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **sir labreck** on **November 09, 2009, 06:13:07 pm**

Maybe I'll take over Saturday 14, depending on the health of fortress, if it's really too bad for my skill, I'll let's someone more talented
~~lucky~~ foolish get it ^^

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Bloogonis** on **November 09, 2009, 06:26:08 pm**

The Save!
http://dffd.wimbli.com/file.php?id=1579 (http://dffd.wimbli.com/file.php?id=1579)

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wa**
Post by: **nahkh** on **November 09, 2009, 07:46:22 pm**

I read on the map notes that the IWG causes random collapses. Has this been fixed? If not, I have a solution for the problem. Simply construct floors over the melt-freeze chamber.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Frogwarrior** on **November 09, 2009, 09:18:55 pm**

What's IWG?

Also, if I can get in on Saturday, I think I would enjoy a shot. If there's anything left.
I probably won't be able to on any other upcoming days, though.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Servu** on **November 10, 2009, 04:28:49 am**

Quote from: nahkh on November 09, 2009, 07:46:22 pm
I read on the map notes that the IWG causes random collapses. Has this been fixed? If not, I have a solution for the problem. Simply construct floors over the melt-freeze chamber.

Yeah, that should fix it. Really the only reason I left it open air was to ensure that the water freezes (I wasn't sure of the temperature back then)

By the way, now when my new, larger generator is well under construction I have come up with a hypothesis about the cave ins: When I was running the generator the first time, I did not see many cave ins before overloading it (Almost triple the normal amount of magma) when there was more magma inside, the cave-ins were much more common.

Here is how I suspect a cave-in occurs in the IWG:
Code: [\[Select\]](#)

```
Frame 1
###
#~#
###

Frame 2
#~#
~~~
#~#

Frame 3
#~#
~X~
#~#

# ice
~ water
X boom
```

Now what happens here is that an ice tile melts, and immediately after that the tile is surrounded by other melted tiles, so that it has four water tiles around it. I think what happens is that the game first melts the surrounding ice tiles entirely before adding the ice floor above them, but since this takes less than a frame, it normally can't be seen. But when the central tile still only has a roof, the cave-in check determines that it is unsupported and causes the cave-in.
This would explain why there have been no cave-ins after the IWG was fired up later; the small amount of magma has such a low probability of appearing in the aforementioned pattern that a cave-in is pretty much impossible. But when I ran the generator with overheat, there were more water tiles than there was ice tiles, so the cave-in probability was much higher.

Quote from: Frogwarrior on November 09, 2009, 09:18:55 pm
What's IWG?

Ice-Water Generator. It's the machine inside the water factory that generates water from ice with the aid of magma.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **The Architect** on **November 10, 2009, 05:13:51 am**

Quite a clever explanation, but it seems impossible to test definitively. And unfortunately the cave-ins will remain out of your control. You could of course empty the "IWG" temporarily and build a checker-pattern of rock walls if you wanted to permanently end the annoyance.

I would humbly suggest including some kind of precaution along that line in your new design.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Danarca** on **November 10, 2009, 05:16:50 am**

I'd still suggest mine, where you heat up a chamber with magma and then drop the magma a z-level below so it'll instantly freeze, leaving a full room with 3/7 water to run down the reservoir.

The reservoir are going to be the hard thing to build...

Hmm...

Does it get warmer the further you go down in the ground?

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **skaltum** on **November 10, 2009, 08:26:17 am**

alrite downloading now :) . lets see how unplayable it is

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Heron TSG** on **November 10, 2009, 08:58:33 am**

Quote from: Danarca on November 10, 2009, 05:16:50 am

Does it get warmer the further you go down in the ground?

Nope.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **sir labreck** on **November 10, 2009, 12:56:59 pm**

It's normal that I don't understand the Ice machin...? I have read in this thread something about more water create, etc. Someone gentle enough to light my lantern?

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **skaltum** on **November 10, 2009, 12:58:13 pm**

i havn't had time today guys. so u can have my turn. p.s i havnt even loaded it yet so have fun ;D

love,
skaltum

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Bloogonis** on **November 10, 2009, 01:45:31 pm**

I think I stabalized it for the most part and have a nice quarry set up to the east of the base. (Warning: the quarry is not secure. For added security remove the ramps on the upper rim of the quarry with the d->z function)

also have a 5(6?) man squad of axes training in the barracks(disabled the one over the IWG do to the medicals placing wounded in the closest unowned beds, being the apartments.) They all have woodcutter enabled so if you need extra labor for any reason they can be swapped out to civilian status but will carry their axes with them.

and expect ogers coming to get the Gnomes goods. I had bumped into a baby-snatcher a little before the drop.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Servu** on **November 10, 2009, 04:34:14 pm**

Quote from: Danarca on November 10, 2009, 05:16:50 am

I'd still suggest mine, where you heat up a chamber with magma and then drop the magma a z-level below so it'll instantly freeze, leaving a full room with 3/7 water to run down the reservoir.

The reservoir are going to be the hard thing to build...

I tried this design first with the factory. I stumbled upon a few drawbacks:.

- you would need a lot of steel for the dropbridge.
- you would need bauxite mechanisms.
- Also a screw pump, but thats not a problem. However the fact that you will need to constantly empty/fill chambers means that there will be a magma loss, so you have to resupply it with magma every once in a while.
- When resupplying much care must be taken not to fill the chamber too deep or too shallow. So a drainage system is also needed.
- You need to operate the screw pump filling the upper chamber a lot - and all gearboxes and axles instafreeze if not next to magma, so a power source is a concern.
- It requires constant management to set the magma chamber to be refilled/drained, so it would be difficult to generate a constant, automated flow. Even with a working power source.

Quote from: sir labreck on November 10, 2009, 12:56:59 pm

It's normal that I don't understand the Ice machin...? I have read in this thread something about more water create, etc. Someone gentle enough to light my lantern?

It just constantly freezes and melts ice to make free water.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **sir labreck** on **November 10, 2009, 04:58:02 pm**

So who is taking up on the turn?

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Akigagak** on **November 10, 2009, 05:11:10 pm**

I wouldn't mind a crack at a SG fort.
But if I do one, it'll be either the first or second year.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Lord Shonus** on **November 10, 2009, 05:16:34 pm**

If my turn wasn't next, I'd take it. I'll still take it if nobody else wants it.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **AlienChickenPie** on **November 10, 2009, 05:18:07 pm**

Wednesday's turn kicked in earlier. The fort is now Lord Shonus' problem.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Lord Shonus** on **November 10, 2009, 05:22:52 pm**

Playing now. I'm going to try to bolster the defenses a bit.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wa**
Post by: **nil** on **November 10, 2009, 05:25:14 pm**

Quote from: Lord Shonus on November 10, 2009, 05:22:52 pm

<div>Playing now. I'm going to tryy to bolster the defenses a bit.</div> <div>hallejulah!</div> <div>edit: vVVVVVv I ain't the guy who made the rules but I can't imagine they wouldn't be. I'd certainly like to see how treants and giants hold up to balista-fire vVVVVVv</div>
<div>Title: Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted</div> <div>Post by: Lord Shonus on November 10, 2009, 05:31:07 pm</div> <div>Quick Question. Are ballistae legal?</div> <div>edit: WHY os the entire map designated for smoothing. WHY?!?</div>
<div>Title: Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted</div> <div>Post by: sir labreck on November 10, 2009, 05:56:17 pm</div> <div>Good luck with the fort, me, I seek a way to make work Retentless Assault. Seem not want to start...</div>
<div>Title: Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted</div> <div>Post by: Heron TSG on November 10, 2009, 06:42:12 pm</div> <div><div>Quote from: Lord Shonus on November 10, 2009, 05:31:07 pm</div><div>edit: WHY os the entire map designated for smoothing. WHY?!?</div><div>To increase our wealth. simply undesignate if you have your own plans.</div></div>
<div>Title: Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted</div> <div>Post by: Lord Shonus on November 10, 2009, 07:16:43 pm</div> <div>Can I make War Polar Bears?</div>
<div>Title: Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted</div> <div>Post by: Squirrelloid on November 10, 2009, 07:32:14 pm</div> <div><div>Quote from: Lord Shonus on November 10, 2009, 07:16:43 pm</div><div>Can I make War Polar Bears?</div><div>Does that require a raws change with Relentless Assault? Because i'm all for this plan, I just need to know what I need to do to be compatible when i get the turn file.</div></div>
<div>Title: Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted</div> <div>Post by: Lord Shonus on November 10, 2009, 08:02:55 pm</div> <div><div>Actually, I have no idea if that's even possible. I wanted to find out.</div><div>Update Time</div><div>Journal of Lord Shonus Boarglazes, recruit</div><div>17 Moonstone, 309</div><div>On this day the overseer, Bloongonis, retired and named me Defender of the fortress. That’s just what we needed to survive this hell, a new point of view. I’m going to erect an artillery battery and build walls to funnel the enemy into the line of fire, while the prisoners will make excellent practice targets for our archers and soldiers.</div><div>18 Moonstone</div><div>I’ve instated a ban on engraving. Nice floors are great, but WE ARE AT WAR. The engravers will be pressed into service as artilleryists.</div><div>22 Moonstone</div><div>Apparently a previous ruler put in a massive order for statues. Yeah, those will stop the enemy form massacring us in our sleep – again. Cancelled. We only have 20 able-bodied dwarves, Five of which are full-time soldiers, three are chidren, and one is the Dungeon Master.</div><div>25 Moonstone</div><div>An ogre just tried to snatch the Reborn of Blood, but was scared off by a peasant.</div><div>28 Moonstone</div><div>Found a couple of dead ogres in one of the traps. They were starting to smell. We really need to clean more.</div><div>1 Opal</div><div>The Ogres have ambushed us! I will lead the troops to meet the enemy.</div><div>Journal of Zulban RelicLegends, Soldier</div><div>1 Opal</div><div>On this day, the First of Opal, Three Hundred Nine, Lord Shonus, Defender, fell in battle. I have been named to lead in his place.</div><div>2 Opal</div><div>Lord Shonus is avenged. Ast Esteemedspears slew his killer in single combat.</div><div>3 Opal</div><div>The last of the Ogres has fled. We killed three or four, and took one prisoner.</div><div>17 Opal</div><div>The mass prisoner execution has started. The prisoners will be released in groups for the marksdwarf trainees to shoot at. Because none of them can fly, a channel should easily protect us from them</div><div>Oops. One of the treants took a blot and fell into the dining room. The axedwarves should be able to handle it</div><div>One of the dogs got pretty messed up, but other than that it’s going well</div><div>21 Opal</div><div>Once this last treant is dead, I’m suspending further executions until the bugs are worked out. The lads learned the crossbow real quick at least. Live targets are the best training, it seems.</div><div>22 Opal</div><div>One of the engravers keeps bringing me a bucket and telling me he’s giving water. I am thirsty, but the bucket’s always empty. Apparently there’s something wrong with the well, and the engraver’s brain.</div></div>
<div>Title: Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted</div> <div>Post by: The Architect on November 10, 2009, 08:30:26 pm</div>

I'm really sorry to see that my explanation about the well problem and how we fixed it in Glazeviper went to waste. It seems more dwarves will die of dehydration for no good reason. Oh well, that's DF.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Lord Shonus** on **November 10, 2009, 08:37:21 pm**

I just tore down the well and have them getting water directly form the pool for now. The porblem is that the well buket's full of ice.

Edit: Why are the forges locked up? I'm tring to make some ballista heads.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Bloogonis** on **November 10, 2009, 11:01:47 pm**

I locked the metal stockpile because its hard to build and track your progress with a functioning quarry if whenever your try to build something it is 3 pages of random bars. also... there were only 5 statues left wth? they were for the tower of Armok! you have brought doom to us all!

Cowers in fear of the divine retribution that is to come

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Lord Shonus** on **November 10, 2009, 11:09:18 pm**

I figured you had a reason to lock up the metal, I just wanted to make sure unlocking it wouldn't destroy the world. As for the statues, I'm carzily ambitious with my wall building atm.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Bloogonis** on **November 10, 2009, 11:14:29 pm**

nope, just a locked door, it also stopped the bucket carriers from walking outside in the cold. all the wounded had already died so it never got tested. My job was to get the dwarves in business raw material wise and start a usable quarry. the other side was respecting the dead, but that got sort of set back after the many save-scums I needed to stop the wolves.hope y'all like the Memorial tombs notes.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Lord Shonus** on **November 10, 2009, 11:18:34 pm**

Another update

4 Obsidian
The last treant is finally dead. God those buggers are tough. I’ve ordered that the ballista arrows be tipped with steel.
19 Obsidian
I told Aban to put down his crossbow so he could make the ssteel arrowheads I wanted and he almost cried. Good lad.

20 Obsidian
A couple of kobolds tried to loot the place today. I tried to catch them, but the little buggers are fast.
25 Granite
The mayor slaughtered a kobold today. I began the executions of the rest of the prisoners, by axe and spear this time

1 Slate
Everyone keeps panicking because of kobold mater thieves, so I’ve stopped the executions and posted my squad in the entrance area

8 Slate
This is strange. I just came across a cache of steel chain armor. When I ashed, I was told that it’s been here forever. I told the lads to suit up.
11 Slate
The mayor handed me a piece of kobold skin today, with “no ecsport bukkits” scrawled on it. I don’t think he’s too bright.

22 Slate
Work on the new walls is too slow, so I ordered all the soldiers except me back to civilian duty.

27 Slate
The new walls have made a number of traps obsolete, so I dismantled them so I could reuse the mechanisms.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Heron TSG** on **November 10, 2009, 11:29:59 pm**

Ha! Kobolds Abound!

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Lord Shonus** on **November 10, 2009, 11:43:40 pm**

You have no idea how hard it was to make me type that mayoral mandate like that.

Also, we just got 24 migrants, only 4 of whom were children.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Lord Shonus** on **November 11, 2009, 01:12:11 am**

Update

4 Felsite
I have just been informed that we have a tame polar bear. It’s not battle trained, but it should still tear through those damn kobolds like pretty much anything through an elf. I’ve ordered it chained in the entrance corridor.

9 Felsite
Migrants!
1 Gem Setter
5 Peasant
4 Child
1 Planter
1 Miner
1 Animal Dissector
1 Engineer
1 Cheese maker

1 Butcher
1 Craftsdwarf
1 Cook
1 Fish Cleaner
1 Blacksmith
1 Fisherdwarf
1 Dyer
1 Gem cutter
1 Herbalist
24 Total

11 Hematite
Nothing of great importance has happened lately, but I’ve organized a few squads of the new lads and have on patrolling to outside for thieves and ambushers.

14 Hematite
An Ogre ambush! 4 Wrestlers and 3 Hammermen Hope the new lads can fight them, because reinforcemts will take a while to get there.

They put up a good fight, but all 5 were slain. Hope the reinforcements do better.

Change of plans. They’re moving to storm the fortress. Our defenses will let us cut them down

17 Hematite
The dwarven caravan has arrived, right into the middle of a battle. Carp.
Another ogre trying the snatch the Reborn has come. Brilliant timing
18 Hematite
They’ve killed our guard bear. Artillery, fire!
19 Hematite
The merchant guard finished off the last of the ogres, but not before they put the caravan to flight.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Lord Shonus** on **November 11, 2009, 02:50:09 am**

Another update, with VF pics.

5 malachite
Prisoner executions have resumed in the new structure I’ve built for the purpose

6 malachite
The new mayor (whose election I forgot to note) has mandated deadly serrated discs be forged. I like this mayor.
7 Malachite
All prisoners are now dead. The soldiers have gained some skill. Much better than sparring

Now for the pictures. After the overview pic, I removed snow to make things easier to see.

Overview
[Spoiler](#) (click to show/hide)

Wall
This has been my main project
[Spoiler](#) (click to show/hide)
1. Here you can see the channel I dug to collect expended ballista ammunition. Just Past this you can see the Slaughterhouse
2. As a point of reference, the Trade Depot, which I haven't moved, is here.

Artillery
[Spoiler](#) (click to show/hide)
A pair of ballistae are located at site 1. The two gaps in the wall labeled 3 are the firing tiles. I intend to connect the wall at point 2 to the wall three, then remove the wall between points 4 and 5

Slaughterhouse
[Spoiler](#) (click to show/hide)
I built this for purposes of melee training. The building labeled 1 is the slaughterhouse. A melee squad is locked inside and prisoners are thrown through the hole in the roof. The wall begun at point 2 will eventually connect the slaughterhouse to the existing building there.

There's another wall I've added just north of the quarry that I couldn;t get a good pic of.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Danarca** on **November 11, 2009, 04:53:30 am**

damn this place have been extended :O

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Lord Shonus** on **November 11, 2009, 04:55:08 am**

This post never happened.
[Spoiler](#) (click to show/hide)
11 Malachite
The liason has informed me that the mountain homes want fish. Like that’s gonna happen.
23 malachite
Two children were severely injured in a cave in while removing a wall. One died. Nobody cared.
7 Galena
Hey! More migrants. How about that
1 Animal trainer
1 Fishery Worker
1 herbalist
1 Glassmaker
2 Peasant
1 Pump Operator!
1 Jewler
To all of our new arrivals, I’d like to say this. Welcome to the army. Hope ya like killin.
14 Galena
Ran out of booze, and I can figure out this fancy watermaker. Starting to get the booze supply back up
21 galena
One of the migrants and a miner have been encased in ice, due to a magma leak.

OOC
Trying to refill the water supply, the magma got away, destroyed both pumps, and two dwarves were caught on the stairs when the magma underneath receeded. Now I have to throw away a pump operator to drain the magma.

p.s. Were the pics clear enough?

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Danarca** on **November 11, 2009, 05:09:15 am**

Yeah, except there's nothing in the the artillery spoiler :)
And it would be lovely with a map upload on DFMA when you're done :D

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Lord Shonus** on **November 11, 2009, 05:12:26 am**

Fixed.

And I've just been attacked by werewolves, so stay tuned.

Edit: I don't think i'm going to survive this.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Lord Shonus** on **November 11, 2009, 05:58:40 am**

I did not survive.

Attacker: 80 Werewolves, 12 losses
Defender: 43 Dwarves 2 dogs 44 losses

~~Should I savescum or just pass along my backup to the next player?~~

In either case, I posted the map, a few minutes before the end <http://mkv25.net/dfma/map-7402-waxfountain-sgvii>
(<http://mkv25.net/dfma/map-7402-waxfountain-sgvii>)

predictably, the ballista operators were off drinking
I just went ahead and savesummed. The map is still up. Consider it an alternate.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Servu** on **November 11, 2009, 07:37:09 am**

Wait... you built the tower of Armok *on top of my courthouse?*

First the floor, and now THIS. Why, oh *why* are everybody desecrating my glorious creation?! The one structurally sound building in the entire fortress! Well at least I still have my water facto...
Quote from: Lord Shonus on November 11, 2009, 04:55:08 am
Trying to refill the water supply, the magma got away, destroyed both pumps, and two dwarves were caught on the stairs when the magma underneath receded. Now I have to throw away a pump operator to drain the magma.

No...
Quote from: Lord Shonus on November 11, 2009, 04:55:08 am
This post never happened.

Blessed be Armok!

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Lord Shonus** on **November 11, 2009, 07:40:06 am**

Hey, I didn't build any towers.

And the savescum is going rediculously smooth.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Lord Shonus** on **November 11, 2009, 08:42:26 am**

1 Galena
The water machine is filling up the reservoir. The mayor has mandated rings be made.
7 Galena
Migrants
1xbutcher
1 siege engineer
3 peasant
1 Wrestler
1 Cheese maker
1 soap maker
1 metalcrafter

3 Limestone
Now the mayor wants low boots. Easy enough

17 Limestone
A Giant snatcther, deep inside the base. He won't be leaving.

19 Limestone
Pinning him down was tricky, but we got him
21 Limestone
Elf attack!! Kill them all!
22 Limestone
We killed ~~four~~~~or five~~ seven of them and drove off the rest, but at the cost of one macedwarf, who was shot and killed.

I believe those were the first elves to die here.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Squirrelloid** on **November 11, 2009, 08:43:53 am**

I congratulate Lord Shonus on the killing of nasty elves.

You should ask the werewolves if they want to come trade instead. Maybe you can bond with them over a mutual hatred of elves?

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Lord Shonus** on **November 11, 2009, 08:44:55 am**

The elves were so much more fun than the werewolves were.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Ezk1** on **November 11, 2009, 08:57:14 am**

Looks that fort is really good shape, much better than it was when i played it :D (remember invade of treants?). Actually, it looks even playable :P
Well can i allready reserve sunday for myself?? Or have to wait till friday?

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Lord Shonus** on **November 11, 2009, 10:07:12 am**

28 Limestone
Another giant snatcher. He walked into the barracks and threw a dog into the wall before he was brought down. (Note: I moved the barracks into the dining room)

8 sandstone
Yet another snatcher. This is getting annoying.

11 Sandstone
We killed it in the dining room. And another two are here
17 Sandtone
We easily killed one in the dining room, but the other one fought us for days, killing one dog, seriously wounding two soldiers, and causing the death of one of the wounded because nobody could get to the water with a giant in the way.

For the next overseer: I used the ballita ammo I had trying to hit the giants. There’s Copper heads being made at the forge, but you’ll have to assemble them at the siege workshop.

Save
<http://dffd.wimbli.com/file.php?id=1585> (<http://dffd.wimbli.com/file.php?id=1585>)

I've accomplished my goals pretty well, and I don't have any more time right now to play, so I'm finishing early.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Bloogonis** on **November 11, 2009, 10:28:35 am**

Sorry for Modding your courthouse, but remember it was corrupted by dark forbidden magicks! I fixed the holes in the floor and the only modification beyond the 18z tower with holding tank above was a shaft into the center of the main room, that I gave to the !!Reborn of Blood!! It is now his shrine to the White Mountain as well as Armok (the two statues on either side represent them respectively) and the Building itself is sort of a representation of a white mountain coated in the blood Gods will.

The Prison and justice area is fully functional and the office in the rear left is unassigned and can be given to the CoG if the DMs dining arrangements ar changed and can return to its original function.

See! told ya the wolves are hard! you *have* to micromanage well to defeat them. the fall trap kills about 80% of them. leaving the rest mostly crippled unless they are a local or squad leader.

Good show Lord Shonus!

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wa**
Post by: **nahkh** on **November 11, 2009, 10:36:36 am**

By your request, I'm letting you guys know that I'm awake and ready for my turn.

Quote from: Servu on November 11, 2009, 07:37:09 am
First the floor, and now THIS. Why, oh *why* are everybody desecrating my glorious creation?!

Ahem.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **AlienChickenPie** on **November 11, 2009, 10:37:43 am**

Would you like to start it now?

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **sir labreck** on **November 11, 2009, 01:09:37 pm**

This place start amazing me, I am sure that the engraver will start engrave about treant and werewolf who kill everyone ^^

But, where are the god damn entrance and the gravity trap?

Anyways, should be hot Saturday, please, on Friday, don't crash the game too much :)

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **The Architect** on **November 11, 2009, 01:23:03 pm**

Quote from: sir labreck on November 11, 2009, 01:09:37 pm
This place start amazing me, I am sure that the engraver will start engrave about treant and werewolf who kill everyone ^^
But, where are the god damn entrance and the gravity trap?
Anyways, should be hot Saturday, please, on Friday, don't crash the game too much :)

What in God's name does it all mean?

(I am referring to the text of the post.)

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Danarca** on **November 11, 2009, 04:02:46 pm**

Quote from: nahkh on November 11, 2009, 10:36:36 am
By your request, I'm letting you guys know that I'm awake and ready for my turn.
Quote from: Servu on November 11, 2009, 07:37:09 am
First the floor, and now THIS. Why, oh <i>why</i> are everybody desecrating my glorious creation?!
Ahem.

I laughed so much nahk ^^
Was really a shame back in... SGVI?
You had built the wooden tower in the first year, I built some more, some others built more on to it, then 15 years after initial construction it's levelled.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **sir labreck** on **November 11, 2009, 04:59:42 pm**

Quote from: The Architect on November 11, 2009, 01:23:03 pm
What in God's name does it all mean? (I am referring to the text of the post.)

Hum, what do you mean? If it's bad comprehension in my English, I am not a native one, so, sorry. If you referred in the fact that it's impossible that a SG fortress goes well, neveurmagne(funny everything we have in the Quebecois :p) ^^

PS: Criss, The game have really laugh at me, wasn't able to open any dwarf fortress, because of the little window at the beginning that ask if I want full screen or no -_-...

PS2: Anyways, i got a look on the fortress, many comments. The engraving designation should be remove, I seriously think it drain FPS. In my case when I get rid of it, I double the Fps (5 to 11). You only train Axes dwarf (that some days ago, but that really a problem). Even if you think xbow is crap, werewolf have one big weakness, ranged attack.

A tower should be elevated to the bridge level(drop trap), so dwarfmarsk could take shoot at the invader. Axes are not the way to go for melee weapon, a horrible number of thing is reducing the fps, actually, you want to get more object to be create? If you do so, process the corpse and atom smashed them at least.

The defence schema is crappy. Would be great if a draw bridge(to get rapid acces to the depot in peace time) and some wall could extend the corridor. Balista, catapult, rising spike and crossbowdwarf would do great at eliminating every enemy, back up with a lots of speardwarf or swordwarf (axesdwarf if you really want).

Farming have some difficulty, you don't have enough variety (just Plump Helmet and the sugar crop dwarf (don't remember the name). Some cave flour should be considerer. I don't check the water generator, but surely improving will be necessary.

That everything I have see, from the save 2 day ago I think. But because it's SG, everything you, the lads will do is destiny to fail miserly.

Do someone have a plan to avoid the tantrum spiral? Like legendary dinning hall, legendary bedroom for everyone, zoo, sculpture garden, great food, I don't know ^^ Would do a great project for someone, make sure every single dwarf is ecstatic.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Lord Shonus** on **November 11, 2009, 07:35:22 pm**

A great many of your criticisms are well founded, but obsolete. Look at my save, which is the latest.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **sir labreck** on **November 11, 2009, 08:11:36 pm**

I hope so, I'll watch at the save, hopefully I'll be surprised lol. That more comment that criticism, nuance. Between siege and bad luck, this small place to ameliorate everything.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Lord Shonus** on **November 11, 2009, 08:24:28 pm**

Are you sure you're using ameliorate correctly? I have no idea what you said

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Heron TSG** on **November 11, 2009, 11:47:35 pm**

I think he meant that there is a small chance to remedy this situation.

I believe that this is turning out rather nicely.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wa**
Post by: **nahkh** on **November 12, 2009, 11:05:00 am**

A quick update for you:
<i>From the memoirs of the People's Commissar Nahkh</i>
We received more immigrants on that autumn. The word of our Worker's Paradise is spreading, and the people have seen that only the Aristocracy would build their homes underground. I have begun expanding our defenses should our enemies come. During the construction we had some trouble with the local wildlife, but the people's army dealt with them swiftly.
<i>THE CHILDREN THE OF THE REVOLUTION TRIUMPH AGAIN</i>
We have freed ourselves of the shackles of the old superstitions! Give away your old beliefs! The tower of oppression has fallen!

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wa**
Post by: **Danarca** on **November 12, 2009, 11:59:18 am**

All hail the Great People's Democratic Republic Fortress of Sparkgear and our most Beloved People's Commissar, comrade Nahkh!

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wa**
Post by: **nahkh** on **November 12, 2009, 12:30:05 pm**

Huh, a werewolf siege.
What's the procedure in these?

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Akigagak** on **November 12, 2009, 12:33:47 pm**

From what I've seen:
'Pull the bridge lever'
...
'Excellent, now pull it again to drop them.'
...
'Pull the lever'
...
'PULL THE LEVER!'
...
'AARRGGHMYLIMBSANDORGNASARRRR!'

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **sir labreck** on **November 12, 2009, 12:35:30 pm**

Shoot them to death ;D You have balista and marskdwarf 8)

No, I have used ameliorate the good way (améliorer in french). The fortress will die, possibly.
For the moment, it seem in a good shape.

PS: The bridge trap is obsolete now I think... I have to get a look, not sure.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wa**
Post by: **nahkh** on **November 12, 2009, 12:40:48 pm**

You mean the one that they've already passed by?

Or the ballistae that have no ammo? Or the three marksdwarves?

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **sir labreck** on **November 12, 2009, 12:49:50 pm**

Erf... Need really to get a look. But this is not good sounding for me all of this :p

The bridge trap is now irrelevant, because even if the bridge are down, the shortest road is by the new corridor. You have 3 axes dwarf fully plated (I hope...), 5 swordwarf and some other stuff around. Mass up everything and attack in one single block with the marskdwarf shooting behind.

If that doesn't work (that won't work for sure), can you take up a earlier save you have made and make munition for the balista, or would you be obliged to restart all over your turn?

But, I'm not an expert, someone have surely a best idea than mine, good luck with the werewolf anyways ;)

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wa**
Post by: **nahkh** on **November 12, 2009, 01:01:43 pm**

Nevermind.
Spoiler (click to show/hide)



Your strength has been broken.

So, it's either savescum or reclaim. I'm going to upload the reclaim save anyway, the next player can pick whether he wishes to reclaim or savescum. I have no meaningful backups of my turn :/

Here's the save (<http://users.utu.fi/jypval/SGVII.rar>)

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Danarca** on **November 12, 2009, 01:09:59 pm**

Savescum, reclaiming dwarves all start of as friends, and the mortality rate in SG VII is absolutely horrifying.

By the waysir labreck, your posts have a french accent in my head :p

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **AlienChickenPie** on **November 12, 2009, 01:31:30 pm**

There are about 3 and a half hours until Squirrelloid's turn. Seeing as the current state of the fort is dead, I think the best thing to do would be to pick up from Wednesday's save and see if it's salvagable.

Edit: I just checked that save out. We have tons of soldiers, and there's an immigrant wave due a few minutes into the game. Drafting them all into the archer corps and adding some useless workers from the existing population could give us a nice force to counter stuff like werewolves.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Danarca** on **November 12, 2009, 02:57:04 pm**

Heh, that's the plan then :D
And make multiple drawbridges for last resort locking in the fort =/

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wa**
Post by: **nahkh** on **November 12, 2009, 03:39:46 pm**

The wednesday save is completely salvageable. There's plenty of wood for ballista ammunition et cetera.

The werewolves were just much, _much_ faster than I expected. With the FPS as low as it was like watching the dwarves in slow motion while the werewolves had bullet-time.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **AlienChickenPie** on **November 12, 2009, 04:12:26 pm**

Quote from: Danarca on November 12, 2009, 02:57:04 pm

Heh, that's the plan then :D
And make multiple drawbridges for last resort locking in the fort =/

No lock ins. Locking in to avoid a siege is not something you do once and then stop, you've got to keep it that way for a few months, and next thing you know, another siege comes in and you're about as prepared as you were for the first one.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Squirrelloid** on **November 12, 2009, 04:22:03 pm**

I exist, I'll start my turn at some point.

I plan on starting from Wednesday. I dislike reclaims, especially when they seem likely to cause irreversible tantrum spirals.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **sir labreck** on **November 12, 2009, 04:59:40 pm**

Yeah, plenty of stuff could be done. Channelled out the corridor at some extend and do a drop trap. As simple as stupid ^^ Get rising spike, or stuff like that, and do munition for the balista. If you don't survive, we got a problem :p Qui vitea vidi! We need to survive first tough :-\

Danarca, I'm french, Quebec inhabitant, not stupid french of France (sorry if someone is one, I just hated their accent :)).

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **AlienChickenPie** on **November 12, 2009, 05:35:49 pm**

You could dig several pits in the ground (or for extra awesomeness, build gem windowed containers) where enemies get dropped from bridges. Spikes or "maintenance" hatches should make it possible to get rid of the trapped creatures easily.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **sir labreck** on **November 12, 2009, 05:58:17 pm**

What about maintenance hatch who get access on a cage trap? So we could use the creature as training for soldier (and event werewolf would be catchable (stun). Call them trash hatch ^^

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Squirrelloid** on **November 12, 2009, 06:52:30 pm**

Quote from: AlienChickenPie on November 12, 2009, 05:35:49 pm

You could dig several pits in the ground (or for extra awesomeness, build gem windowed containers) where enemies get dropped from bridges. Spikes or "maintenance" hatches should make it possible to get rid of the trapped creatures easily.

I imagine whatever I do will have to get done fast. As awesome as a massive spike field of doom would be. I might just start one...

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **The Architect** on **November 12, 2009, 08:35:13 pm**

There are so many many options in DF. I can't believe no one has managed to secure the fortress yet. Or is it just that people loading the turns now don't know how to use the security systems?

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Bloogonis** on **November 12, 2009, 10:45:45 pm**

Werewolves don't lockpick. that is key to defending against them.

- 1.have your lever pullers and children locked in.
- 2.Micro the opening of the entrances to force them along the drop trap. That's the only way i got them.
- 3.drop them on their heads of shoot them from the walls.

You have to get them to group up as one big group before you leave any door open for to long. and you want to pull the drop lever the second one hits the flat part before the bridges or else they *will* get over the bridge. You need champions to take on the wolves in combat.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **sir labreck** on **November 13, 2009, 12:31:28 am**

The problem with this awesome strategy, the bridge is a no go. The shortest road is now the new corridor, take a look yourself. He will need to wall up if he is to go to use that. I agreed that if spike trap, balista fire, marskdwarf and everything else is failling because of not enough time, will should go for that. But this strategy present a lots of flaw. If no Dwarf lock up the children? If no dwarf Ppull the level the exact time you need it, and just a little to late...

Actually, a good defence should have everything, except weapon trap(stone trap and weapon trap). Military, half check, we need more marskdwarf, that can be resolve. The melee combatant aren't so bad and I'm sure with a little training some champion will emerge ^^ Drop trap no check, we need a new one at ground level and it should only be part of the defence. A spike field, no check. The corridor with balista is up, half check. Just need more balista and ammo. With all that, if no dwarf pull the level, the siege operator decide this is the best time to eat or anything else, and the marskdwarf check their damn coffer because of their leader, this is spooky...

Yeah actually, this is impressive how people don't think about defence but more about Stairway to Heaven or fuck the world project. Have so say, people defend with different strategy, I myself love flooding hall. Whit a good military, though. But I know other stuff exist, here we have a map with no infinite source of water (or a difficult one...). In future someone could probably get a magma flooding hall added to the new corridor defencive system. Just get it as the shortest road, and let's a little side road little longer, so when you lock the werewolf to met their doom, the other folk could get kill by over-enjoyed lad ;D

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Lord Shonus** on **November 13, 2009, 02:47:35 am**

I do suggest that somebody modify that exposed walkway (once the other defenses are completed). If my elf ambush had spawned there instead of by the slaughterhouse, they probably would have killed at least six dwarves.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **sir labreck** on **November 13, 2009, 02:49:23 am**

Chained cat couldn't be the solution? So the ambush will appeared before they got somewhere nasty and they'll have to get by the death corridor.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Lord Shonus** on **November 13, 2009, 02:59:11 am**

The problem is much less where the ambush spawns than the fact that the bridge is absolutely exposed, so any archer passing near it will be able to gleefully massacre any dwarf on it. I changed the "restricted traffic" in the underground to "high traffic" but dwarves still love the walkway.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **AlienChickenPie** on **November 13, 2009, 03:05:38 am**

The pathing issue can be fixed easily by making a new entrance that contains several closable paths, each one with its own traps. You open that entrance and close all the rest, so incoming creatures come in and take the shortest path available, which is right over your first trap. You spring the trap, the path closes and the rest of the enemies go to the next path, which contains another trap. This goes on until you run out of traps and they enter the fort through the longest path, where they hopefully meet some resistance before plowing through the fort.

Also, if werewolves are too fast, consider twisting paths. If they had to go back and forth a few times to get to the fort, the ballistae would have a much easier time taking them down. A nice stretch of these paths at a good distance from a few ballistae could make them worth the loss of an arrow.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **The Architect** on **November 13, 2009, 03:07:26 am**

I understand it isn't your native language, but there seems to be no limit to how far you will go to torture the english language. That aside, you do make interesting and intelligent contributions.

I have a couple of defense solutions to suggest to this dwarf-killing crowd in general. If you are not guilty of gross negligence, just save yourself the pain of reading this and skip to the end. Please. This post is not for you, and if I read it I'd hate The Architect. But some people hangin around here need it.

I consider the first a must. This is just basic DF stuff, labeled **B** for **boring** if you can actually competently set up a defense. I'm going to sound like a fascist, but seriously if you can't handle this why jump for a turn in a succession game?

Warning: I love the technical details, variations and options available in DF defense. Things will be unnecessarily long.

1) You must always have at least one open path, but that doesn't mean that you have no way of shutting off the paths. I don't play with an enforced open fort rule, but my newer fortresses all have redundant partitions, like bulkheads in a ship. You can use bridges to make indestructible bulkheads which allow you to seal off certain paths. It doesn't take a genius to figure out that if you want to force the enemy to use a specific path, you should have a way of shutting off any other which they may target (The new corridor for instance?). Every path into your fort should have at least one emergency shutoff.

2) This one is long. Point is: One way corridor.
One major flaw in the current alpha is that you can't forbid a subterranean area to a dwarf. Another is that "stay inside" actually means "don't cross non-subterranean tiles unless you happen to be trying to do a job that can't be Suspended like mining". In fact, in my experience dwarves will annoyingly fail to pull a lever because it is "inside" but the shortest route leads through a non-subterranean tile (Which may very well still be an Inside tile). They will also repeatedly charge out into the open to pursue a mining or woodcutting job in a forbidden area. There is a solution to the problems created by these flaws:

The one-way corridor. It is a semi-exploit that allows you to create an entrance for enemies which your dwarves won't stupidly reverse-engineer to kill themselves. I would love to just forbid a door to dwarves and let enemies still use it, but unfortunately the game doesn't allow that yet. I believe the spirit of the rules is that you don't seal out the enemies? This will satisfy that requirement.

A one-way corridor is made roughly as follows: Build a wall with nothing touching it on its level or the one above. Build a ramp against the side of the wall you want to block traffic from. Build a floor on the z-level above the place you want traffic to come from. Now build a ramp beneath that floor. Now remove the floor. Voila, you can go up from either side but only down on one. Wall the sides, and you have a corridor with a one-way path. There are many other ways to create one-way ramps, both accidental and otherwise, because ramps are kinky in a bad way.

I use this to allow orcs to come in and fight without my idiot civilians getting in the way. I also capture large numbers of gobos, hook all the cages to a lever and release them all fully armed on one dwarf in iron with unreasonable combat abilities. He's not even close to being a champion, but he always kicks ass even 5 or more on one (yes, I'm sadistic toward him). Swords_for_the_win. Really, they're overpowered.

3) Shortest route through one entrance leads through a small, easily set up repeating spike trap, which is of course Restricted to dwarf traffic. Again, you should be able to shut this entrance to block traders and such (except when elves come of course!)

4) Marksdwarves are useless without a proper setup. Ideally, you want a 2-4 z level advantage with the enemy coming *towards* the dwarves, an ammo stockpile, fortifications, and the path between your marksdwarves and the enemy prohibitively long and behind closed doors.

If you line an area with fortifications and have enemies pass through at near point-blank, you can achieve a similar result but likely with high dwarven casualties.

4 or so well-trained marksdwarves can embarrass an ambush force of around 10 when shooting from 3 z levels up and the enemy must run toward them for a long distance. Again, if you can shut off the path once a certain number gets in and force the rest to use another entrance, you won't be facing 40 at a time. It multiplies its effectiveness if you maze it so your ~~pinushions~~ enemies must repeatedly charge the marksdwarves. What I am saying is: once you had a few marksdwarves, the posts about "omg the werewolves killed everyone" should have stopped cold.

.....

..... Dwarves here

.....

not here.

Longer paths are better. Enemies should be forced to run toward dwarves due to pathing.

There, now that the rest of us know how to make a fort relatively secure without making it a gigantic headache...

You so should have created that lever room with the dwarves locked inside. Cause all you get right now is excuses about how people can't get dwarves to pull the lever. More obnoxiously basic DF: just station a civilian next to the levers, remove all labors, and unrecruit+designate job when it needs to be done. Rinse and repeat, same civilian. Two for redundancy. Make sure you know the dwarf is good to go on food/liquid/sleep.

It is Fun to read about all of the mishaps, but it is much more fun for them to happen for a reason. Such as a titan gets knocked into your moat by mistake, where he happens to decide to bash a floodgate now that he's nearby, creating a fortress flood (which you should be able to stop with the bulkhead system, but you can't because you are silly or dwarf antics interfere, or the titan kills your leverpuller). End of Sparkgear! Or a single orc macelord murders your champions, enters the fort and slaughters every single coward as they run. THAT is a Fun way to go.

Rather than the pathetic "omg I knew they were coming because it was a Siege and everything but I just let them all in and they killed everything gah how was I supposed to stop this!?" speech. There's no room for epicness if turns alternate between picking up the pieces and smashing it again. It's so time for some epic DF action! BRING IT ON!

In patman's defense, I don't think the results of his turn were something he could have avoided once the events began. It was truly epic, as was the subsequent recovery of the fort.

Oh yea, ready to take a turn sometime next week; any weekday except Thursday is fine with me. I don't mind spending my turn on functional tasks rather than megaprojects, but if you have everything running smoothly be sure I'll go nuts on some projects.

Edit: Yay ACP with the same "bulkhead" technique! And the awesome amazing unheard of (here at least) concept of mazing!

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wa**
Post by: **nil** on **November 13, 2009, 04:36:42 am**

Quote from: The Architect on November 13, 2009, 03:07:26 am
stuff

Agree with everything you say except for two points.

It's better to put fortifications on the same z-level as the targets, with a small (one to two tile) moat. No enemy archers can shoot through fortifications at a distance except elites, and in my experience they can do it whenever they want, so there's only a minor defensive advantage to high towers. Shooting from the same z-level, on the other hand, means that bolts that miss may hit enemies standing behind the target instead of just hitting the ground.

Also, I think it's easier and more effective to just have your levers in an accessible underground meeting area. Usually ordering everyone indoors free's up plenty of labor...

I don't really think there's a systemic skill problem here, more just that one guy got blindsided and almost lost the fort and everyone else has been dealing with the consequences.

Also, Barbarbossa's turn made things worse. That's par for the course, though.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Servu** on **November 13, 2009, 05:02:51 am**

Quote from: nil on November 13, 2009, 04:36:42 am
It's better to put fortifications on the same z-level as the targets, with a small (one to two tile) moat. No enemy archers can shoot through fortifications at a distance except elites,

Just remember not to get your champions between the enemy and the fortification. I had an orc archer miss a champion, but the bolt kept going all the way through my fortifications... Boom headshot. One elite marksdwarf less. (the orc got a long name and lead numerous of it's kin to battle later)

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Squirrelloid** on **November 13, 2009, 10:41:46 am**

Note on one-way ramps - does not get pathed as a way in unless there is another way out. Say, a different set of one-way ramps.

This turn is likely going to be complicated. I will endeavor to have it uploaded by the end of the day today in *my* timezone (US Central), which I understand is a little late, but, well, I think we'd all like a more playable fortress, which means I probably need to micro the hell out of my year if I'm going to (1) survive and (2) hand off something better than what I received.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **James.Denholtm** on **November 13, 2009, 10:47:25 am**

Quote from: Servu on November 13, 2009, 05:02:51 am

Quote from: nil on November 13, 2009, 04:36:42 am

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Just remember not to get your champions between the enemy and the fortification. I had an orc archer miss a champion, but the bolt kept going all the way through my fortifications... Boom headshot. One elite marksdwarf less. (the orc got a long name and lead numerous of it's kin to battle later)

Ah, how we all love ancient culture. I wish that modern day people would re-name killers with really long names. There would be a lot more incentive for people to go on mass killing sprees.

On levers: Why hasn't anyone considered pressure plates yet? Put them at the start of the bridge, wolfman trips one, keeps running, and then gets thrown up into the air by all-mighty bridge of hurlingness? I mean, I haven't seen the save, but this would have to work. Surely.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Squirrelloid** on **November 13, 2009, 11:53:45 am**

Dear god, what demented architect designed this monstrosity? I'm having a hard time figuring out how to navigate the damn fortress. There are random holes in the ground, ramps into the sky, etc... Its like everyone just sort of tacked on bits and pieces at random... oh wait, they probably did...

This could take awhile...

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **DaPatman** on **November 13, 2009, 12:46:47 pm**

Quote from: James.Denholtm on November 13, 2009, 10:47:25 am

On levers: Why hasn't anyone considered pressure plates yet? Put them at the start of the bridge, wolfman trips one, keeps running, and then gets thrown up into the air by all-mighty bridge of hurlingness? I mean, I haven't seen the save, but this would have to work. Surely.

Werewolves have [trAPAVOID], which means they don't set off traps. I'm not sure, but I think that includes pressure plates.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **sir labreck** on **November 13, 2009, 01:05:23 pm**

Finely say the Architect ^^ For English, in French we say something: C'est en forgeant que l'on devient forgeron. This is by forging that we became a blacksmith. So sorry if I destroy all the sentence I say, I'm way better in French.

For defence, most is say, squirrelloid, you are the Friday player? That doesn't annoy me too much you finish your turn a little too late. Anyways, that will be 1 hour later than me. So I'll probably sleep. If thing aren't so smooth, I'll try to to finish them. First, by doing a to do list and secondly, doing the list ;D

I just hope I'll not have to deal with a giant siege.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Frogwarrior** on **November 13, 2009, 02:50:35 pm**

Well, at least you're not using Babelfish.

Unless you are. I really can't tell. :P

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Heron TSG** on **November 13, 2009, 03:11:20 pm**

Quote from: nil on November 13, 2009, 04:36:42 am

Also, Barbarbossa's turn made things worse. That's par for the course, though.

That has always been my solemn duty.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wa**
Post by: **nil** on **November 13, 2009, 03:54:22 pm**

Quote from: Barbarossa the Seal God on November 13, 2009, 03:11:20 pm

Quote from: nil on November 13, 2009, 04:36:42 am

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That has always been my solemn duty.

I wouldn't have it any other way.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **James.Denholtm** on **November 13, 2009, 04:58:19 pm**

Quote from: DaPatman on November 13, 2009, 12:46:47 pm

Quote from: James.Denholtm on November 13, 2009, 10:47:25 am

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Werewolves have [trAPAVOID], which means they don't set off traps. I'm not sure, but I think that includes pressure plates.

Well, there's only one way to find out: Hinge the success of the fort on it!

To the mechanic's workshop!

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **sir labreck** on **November 13, 2009, 04:59:59 pm**

I don't use translator, they are crap :s I only use a dictionary who give all words a French word could refer in English. You will know it if someone use crap like that. My sentence are ugly, but they make sense ;)

Just a question, GMT22 is translating by 17h in the -5UTC? Do you mean 22h at Greenwich?

Title: Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted
Post by: The Architect on November 13, 2009, 06:22:57 pm

Quote from: Squirrelloid on November 13, 2009, 10:41:46 am

Note on one-way ramps - does not get pathed as a way in unless there is another way out. Say, a different set of one-way ramps.

This turn is likely going to be complicated. I will endeavor to have it uploaded by the end of the day today in *my* timezone (US Central), which I understand is a little late, but, well, I think we'd all like a more playable fortress, which means I probably need to micro the hell out of my year if I'm going to (1) survive and (2) hand off something better than what I received.

Really? I haven't had that problem with the ramps so far, but there are numerous little glitches that can occur. For one: if you happen to fill all of the exit squares of a one-way ramp with constructions (even passable ones like doors) then dwarves will endlessly try to path through it and come up with "No path", causing your game to move toward zero FPS (the clearest explanation of the effect is that you exponentially approach a limit of zero: your computer keeps processing, but everything screeches to a halt unless you pause repeatedly). The same configuration will also result in stones in some areas having a distance of -11900 etc.

Of course as stated before, ramps are buggy in a lot of ways. From what I understand, you're suggesting using the one-way ramps in pairs? I have mine at the beginning and end of a cage trap maze, with a bridge entrance behind them allowing direct access to the exit and maze for dwarfs. This configuration has numerous nice effects, more conveniently described in a list:
1) Dwarves can be allowed access to the maze for cleaning and killing, but once inside must return to the fort as there is no other path out of the maze.
2) I can allow both dwarves and enemies to bypass the maze, which has obvious advantages, especially in dwarf pathing.
3) It can be used effectively as the only entrance for dwarves and enemies alike when a siege arrives (if desired). Opening the bridge entrance creates a shorter path for trapavoid enemies, who then run into my military defense complex.

Just for kicks, I edited fire imps to be tamable. Note that since they seem to be lacking a vital tag, ***hole merchants have been shooting my tame imps. In that vein, as I continue my experimental fort (which should help my learning curve so that I can contribute better to Sparkgear) does anyone know what tag might be needed so I don't have to hide my imps? Or why Orcs won't come once trap_avoid is removed? Need I remove it after they arrive to use them in an arena? I want to pit some local orc champions against some ironclad heroes and see how it goes down.

Title: Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted
Post by: sir labreck on November 13, 2009, 06:49:43 pm

Ramp are buggy, I don't think we should play with that, bridge and lever will do fine IMO.

For the orc, try to stun them on the cage trap (a bridge you shut when they are over, so they fall directly on the cage ^^). Any creature stun will be trappable, even with a trapavoid tag.

Title: Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted
Post by: Squirrelloid on November 13, 2009, 07:12:22 pm

What i mean is, in order for your fortress to be pathable, there must be a pathable way into the fortress, and a pathable way *out* of the fortress.

I had a bridge, a one way ramp in, and no other way out. Orc siege came. I raised the bridge and the orcs stopped. I lowered the bridge and the orcs moved towards the fortress. I built a one way ramp only allowing passage out of the fort on the far side of my fortress, and they pathed through the one-way ramp into my fortress. Hence my statement.

Title: Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted
Post by: The Architect on November 13, 2009, 07:26:10 pm

Well, I had no such problem. I closed all exits with the one-way entrance open, and goblins flowed in. I will let you know more after further testing. Of course that problem isn't by any means a lethal one; you just need a couple of auxiliary exits which you can open when necessary.

The primary purpose for my one-way entrance was to stop my dwarves from disobeying me and trying to perform jobs outside. It serves the important function of allowing enemies in to do battle while the civilians stay out of the way. This would not be disrupted by opening another exit. Its secondary purpose is allowing me to give them access to the protected outdoor areas like farms and meeting halls without giving them a path to the siege. It would fail to do that if I had to open another exit.

I think that using the ramps to create an effect which Toady has stated he intends to implement (forbidding an area to dwarves) is not cheating, even if you are using a bug to do it. As for the orc thing, I used retracting bridges to drop them onto traps in my previous forts. The only reason I want to mod them now is that this is an experimental fort and I wish to be able to handle them more conveniently

Title: Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted
Post by: Squirrelloid on November 13, 2009, 07:35:43 pm

Ok, having spent some 2h (nonconsecutive, its painful to look at) trying to make heads or tails of this disaster of a fort, i think i've identified the entrance...

Of course, once you move through it there are two paths you could take. There's a corridor with 2 ballistae at the end of it. And there's a series of ramps up like 5 levels onto a skyway that comes down past the ballistae firing range. Needless to say, this is poor design because there's no control over which of these the enemy uses.

I think I also spotted a bridge elsewhere that looks like it might lead outside. But its currently raised and i'm not going to touch it.

There's no Depot. All the levers have notes giving directions relative to the Depot. This is not useful. I am tempted to just deconstruct the levers with no obvious use to reduce the uninterpretable clutter.

Of course, there's crap scattered *everywhere*. The only way to clean up this disaster will involve a judicious application of magma.

Like 80% of the booze is forbidden for some reason, and I'm not sure I want to unforbid it because I haven't tracked it all down.

The water is at 2/7 full. This is not a good sign.

There are wounded sleeping in non-subterranean beds. Oh yay. Maybe if i deconstruct them they might get moved somewhere they can actually get water? Ugg.

I think the next person said he'd be asleep by midnight US Central, so i might not actually post something until later, but it won't matter... But this is such a cluster****.

Oh, goals:
(1) don't die
(2) make it less likely the next person dies
(3) clean up the crap, with fire
(4) maybe do something about the water supply...

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Squirrelloid** on **November 13, 2009, 07:41:04 pm**

Does anyone know why there's a lever encased in an ice wall?

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wa**
Post by: **nil** on **November 13, 2009, 07:46:33 pm**

Do you mean the lever over by the magma vent? Don't think it's hooked up to anything. The trade depot is here:http://mkv25.net/dfma/poi-19743-tradedepot . ~~Water shouldn't be a problem, just need to activate the water generator~~ah I see it's been vandalized, never mind. I think enemies will always take the high bridge/drop trap unless it's retracted, it's a shorter route than the other way.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **The Architect** on **November 13, 2009, 07:47:16 pm**

I spammed the hell out of this thread about how not to put the wounded in a place they'll die. No one seemed to listen, hah. You could fix the issue without putting the beds below ground (and thus violating the rules) by routing magma beneath or above the path from the water to them, and of course warming their bed chambers as well.

There should be multiple buggy but functional water generators somewhere for you to route water from, if I have read correctly.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wa**
Post by: **Squirrelloid** on **November 13, 2009, 07:56:22 pm**

Quote from: nil on November 13, 2009, 07:46:33 pm
Do you mean the lever over by the magma vent? Don't think it's hooked up to anything. The trade depot is here:http://mkv25.net/dfma/poi-19743-tradedepot . ~~Water shouldn't be a problem, just need to activate the water generator~~ah I see it's been vandalized, never mind. I think enemies will always take the high bridge/drop trap unless it's retracted, it's a shorter route than the other way.

There's a drop trap up there? All i see is an ice wall that can be walked on all the way into the fortress... Where's the drop part?

edit: Nevermind, i thought i saw ramps up that high, i was wrong. figured out where the lever was too... Ok, i need to build a Depot, and develop that more. And close the other damn entrance.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **sir labreck** on **November 13, 2009, 08:10:31 pm**

I have take a good look and I know what you are experiencing. Actually, the way where the aerial path came back on the ground is a crossing path with the death corridor. Previously the depot was there, but the last leader don't have care about reconstructing it.

The narrow icy wall you see is there to hold a series of retractable bridge. One of the four lever should controlled them, all of them. I have pulled them all, so no one activate a fuck the world device. Forget about the drop trap, is useless because of the new corridor.

For the water, do as you wish, I have no fucking idea how the damn thing work. Actually, magma should be routed toward the fortress to harm up hospital, get water from ice and let's the lad give water to other.

You should think seriously to make a retractable bridge at the main entrance (at the end of the death corridor) and a secondary entry. Only one lever should switching the entrance, so when the death corridor become a death trap, the enemy will patch on the secondary entrance. When they have hopefully exist the death corridor, switch again. So the fort is always open :D

For everything else, don't give me magma to clean up in the middle of the fortress, and yes, if it's midnight in central U.S.A, it will be 1h AM for me. I wouldn't sleep but I don't play DF in such a late night ^^

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Squirrelloid** on **November 13, 2009, 08:36:09 pm**

Ok, i've got a handful of migrants. Yay!

I know we arent supposed to dig too deeply underground, but there's no good way to lay some magma plumbing without doing so. Thus, our magma plumbing is going to run at magma level over to where i want it, and then i'm going to pump it up.

I'm making a catapult to train siege operators with, i don't know why this wasn't done before...

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **sir labreck** on **November 13, 2009, 08:53:10 pm**

Grreast ^^ Immigrant, you should have 65% marskdwarf and 35% in melee. Try to calibrate that, I know lot of people preferred dwarven weapon like hammer or axes, but this fort is with a open rule, so we need efficiently before realism.

For magma, the rule doesn't say you couldn't do your channel a little deeper 8) Just don't make the dwarf living in the ground.

For the siege operator, actually, everyone was busy or to crash the fort or clean up, so no place to such a thing. But it'll nice, try placing it so at lest we could use it again invader ;)

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **The Architect** on **November 13, 2009, 08:57:27 pm**

Lol @ this whole fort. Well, if anyone can handle it I bet Squirrelloid can. BTW, would you mind taking a look at my technical/mechanical thread in general discussion? I would like to have a little discussion with some players with experience. I think there are some really fun things we can do which haven't been done before.

BTW, in my experience spears are poor melee weapons (they do good damage but they get stuck realistically often, which is very bad), axes and hammers are decent, and swords (even with little skill) are obscene murder machines. Maces in the hands of orcs are also obscene murder machines, but I haven't tested other weapons much with dwarves.

In retrospect, if you are fighting creatures larger than yourself you don't want weapons that can ever be stuck. I have only witnessed a sword get stuck once, but once it does you will have a dwarf trying to wrestle something bigger than himself -a very bad thing. So maybe axes are a good way to go, even if a little less deadly?

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Squirrelloid** on **November 13, 2009, 09:41:14 pm**

Ok, the bad news: Approximately half the military is dying from thirst because there's no way to get water to them and they're injured pretty badly. I finally just forbade all the buckets because as long as bringing water to them wasn't possible, there was no reason to waste time carrying ice buckets back and forth. I'm just writing them off and hoping we have enough coffins for them.

I assigned all the new immigrants to the masonry, mechanics, and carpentry professions. I need workers actually accomplishing things, and quickly. I don't have enough armor for the dwarves we do have, so there's little point assigning them to it so they can just die. I'm working on rectifying the situation, but it'll take time. In the meantime, they can do useful work and hopefully get some stats.

I stripped the weapons from all our military dwarves. They need to train in wrestling first before they do anything else. Trains faster, and they'll need the stats. Plus fewer training injuries from wrestling, and fewer training injuries later when we upgrade them to real weapons. I'm stockpiling useable weapons/armor just south of the dining area so they're readily available should we need them in a hurry.

I can't actually find any bolts. There's a whole punch of single bolt stacks in the ammo stockpiles i can find. Needless to say, this is less than useful. I've marked those for dumping or melting, and told the bonecarver to make bone bolts. I hope there's a bonecarver somewhere....

I've made a iron/steel craft/unuseable weapon/armor stockpile next to the smelters, and am running the rightmost smelter doing that full time. That should give me some iron/steel to play with.

I'm totally going to get attacked by something nasty before i've even halfway fixed this monstrosity.

Oh, the only entrance is now over the drop trap. Don't change this if you value the fortress's life. Seriously. (Ok, i think the backdoor bridge probably still works, but i'm not touching it).

I designated a meeting area on top of the levers too - that should guarantee ample children in the area for lever pulling.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **sir labreck** on **November 13, 2009, 09:42:13 pm**

Don't remember who say that, but, each weapon have a precise use. The more standard is the sword, slash and piercing. That good agains most of the thing. They do 120 of damage.

Spear and bolt (crossbow need), they are the best again any creature that have a lots of critical organ. A strike at the heart, the lungs, the spine, the liver are mortal blow and spear or bolt have high chance to get them. But the draw is twice, the damage is only 100 and they can get stuck pretty easily.

Hammer and maces, they are the same, same damage, same type of damage, this is just if the smith have a preference for one or the other. They are pretty useless agains creature with a lots of organ, their sole advantage is their faculty to push enemy away and they would probably slam in a wall, something else who is pretty bad. But they only do bruising or breaking limbs, in combat that doesn't get you a easy victory, except with a champion. I think it's somewhat 120 of damage, need confirmation. Crossbow in mano a mano is considered a hammer. But only do 80 damage, or even 60, so...

Axes, only slash, so lots of thing around, cut a hand, a leg, a feet, a head ^^ Don't know if they can be stuck, but they are damn useful. If you have skeletal thing or demon, go whit that, or crossbow. They do an awesome 140 damage.

For other stuff, I don't have the experience, but I have read a lot and get some experience for some stuff (mostly mechanic).

PS: No time to answerd squir

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Squirrelloid** on **November 13, 2009, 10:13:13 pm**

Architect, i'd love to take a look at your thread but i can't seem to find it - link?

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wa**
Post by: **nil** on **November 13, 2009, 10:14:42 pm**

Bludgeoning is best against treants; since they don't have internal organs the crit bonuses of swords and spears is worthless, and with severs on breaks bludgeoning removes limbs at least as effectively as slashing (also they don't bleed). Against everything else your best bet is obviously crossbows. So, personally I'd spar with hammers, sending any injured over to the crossbows. Maces are another good option, as there should be plenty of wooden maces lying around from the frogs.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wa**
Post by: **Squirrelloid** on **November 13, 2009, 10:41:41 pm**

Quote from: nil on November 13, 2009, 10:14:42 pm
Bludgeoning is best against treants; since they don't have internal organs the crit bonuses of swords and spears is worthless, and with severs on breaks bludgeoning removes limbs at least as effectively as slashing (also they don't bleed). Against everything else your best bet is obviously crossbows. So, personally I'd spar with hammers, sending any injured over to the crossbows. Maces are another good option, as there should be plenty of wooden maces lying around from the frogs.

So my personal preference is to train as follows:

All dwarves train to legendary wrestler. This controls dodging, which all melee dwarves can use.

All train to legendary hammer dwarves. This way any that become marksdwarves are competent if they run out of bolts and decide to run into combat.

Any dwarf who gets a nervous system injury goes to crossbows.

All who make leg hammer/leg wrestler go to an end weapon of some sort, generally axe or sword.

And of course they're all leg hammerers so they can all swap to that when its better. Generally i find that somewhere along the line training to hammerers they can take just about anything, legendary wrestler is actually pretty awesome.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Squirrelloid** on **November 13, 2009, 10:46:34 pm**

Joy. Gnome caravan. Followed shortly thereafter by a frogman siege. Oh yay? At least it looks like the gnomes will make the gates just fine. Hmm... frogmen are supposed to be pushovers, so maybe i won't bother with the bridge trap, my military can use some training =)

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **The Architect** on **November 13, 2009, 10:53:19 pm**

Well Labrek, please don't be offended when I say this: it's fairly ignorant to just quote the Wiki when talking about weapons.

In fact, all of the weapons operate on complex mechanics that are not the same from weapon to weapon, and some are more effective than others for that reason. Although in theory everything you said should be true (if you are only referencing the wiki), it isn't. Spears are poor weapons due to the fact that they get stuck constantly (which is quite realistic, and thus unlikely to change). They do have a better chance of critical organ dmg than swords, but it's an awful tradeoff as your spearmasters will spend most of their time wrestling. If you want piercing damage, definitely go with the crossbow or at a pinch the sword. Also, swords are lighter and dwarves swing them faster, resulting in severing body parts and causing pain and bleeding faster than axes. Enemies are rendered ineffective through pain, unconsciousness, and crippling at the fastest rate, allowing your dwarves to move on to the next enemy and even overcome crowds with ease. This is why swords are so insanely deadly. Your dwarf won't linger on any single enemy long enough to get tired, even in a crowd. Speed is the name of the game.

The one note on axes is that they are probably just as effective as swords or more so when the dwarf is at legendary status, but for a quick military you want your dwarves to be deadly right off the bat and swords are the way to go.

Maces are lighter than hammers (I think, haven't verified but can do so) and even though they have the same damage power and damage type, they are likely more effective than hammers for that reason. Of course [SIZE] may matter to a degree for bludgeon dmg but I haven't found a post from Toady on that yet.

This will change, as Toady is implementing mass and impact as components of damage, so that hammers will damage differently than maces, axes should have a larger knockback and wreck armor faster than swords, etc.

For now, what I said about weapons is true: If you want effective slaughter, swords and crossbows are the best. If all you have to deal with is goblins without ranged weapons, one decently trained and armored swordsdwarf will kill an entire ambush every time unless the gobos get a lucky hit. One or two attacks from a sword kill or disable goblins, and in my experiments a proficient swordsdwarf (trained only with a silver sword for a few months) in iron armor with an obsidian sword was able to dispatch 3, 5, and 8 fully armed goblins in tests where he was stationed in the center of the cages and they were released. He was a peasant at the start, so he doesn't have insane stats either.

As far as training, I heavily disagree with Squirrelloid. You are right about some of the perks in training wrestling, but much of the rest is off (in my opinion, feel free to refute). Training with good armor and crappy (silver/wood) weapons is at least twice as effective as wasting your time training wrestling (which they will get to almost legendary anyway while sparring). On a further note, when using wooden/silver weapons and iron/better armor with appropriately matched dwarves (not tossing peasants in with master clerks -high stats- or competents with champions, etc) I have never had a death, and very, very few yellow/red injuries. We're talking less than 5 in my entire time playing. I'm not sure I've ever had a red, actually.

Pros of training in Wrestling first:
A. Wrestlers gain stats quickly,
BUT dwarves gain less stats from wrestling than any other melee training.
B. Armor is less necessary,
but I find that unarmed dwarves who spar without armor die quite often. I would never spar a dwarf without at least full chain; they should just play with bone bolts for a while instead.
C. Dwarves will learn how to dodge fairly quickly.

Cons of training in Wrestling first:
A. Your dwarves won't be any good at all against larger opponents.
The only way this would not be true is if you mobbed larger opponents with legendary wrestlers, but in what situation are you going to outnumber them? What I am saying is that if you are playing modded DF (which you are) your opponents will not be weak goblins and kobolds, and your military will be useless until they have weapons training. Creature size is going to make your military as useless as peasants; it's the biggest factor in combat besides weapon/armor quality. And it's the main factor in wrestling.
B. Your dwarves are stronger when they do finally get to weapons training, causing more injuries.
Granted, they can dodge now, but that's entirely beside the point. I'll explain why: an untrained dwarf without a significant strength bonus won't do significant damage with a silver/wooden weapon. You should always have only similarly experienced dwarves off duty, which keeps this constant. The only exception in my experience is spears on unarmored targets, but why in hell would you let unarmored dwarves spar? Dodging is beside the point because dwarves WILL be hit at some point during sparring. The point is to make it so that being hit doesn't hurt, not to make them be hit less often. You can wack a dwarf as many times as you want as long as you don't hurt him, but the problem comes when you only need to wack him once to put him in a bed.
C. Dwarves will gain very little shield user bonus when compared to weapons training. Unless they are training vs someone using a weapon.
D. Dwarves' armor experience will permanently lag far behind their other skills, as they never learned to take a hit before they learned to dodge. You are likely to see legendary +5 weapons on top of their wrestling (if they survive sparring) well before you see legendary armor user.

Pros of training Weapons first:
A. Your dwarves are deadly to enemies (of all sizes) within a mere 2 or 3 months.
Of course stronger enemies are still resistant, but larger enemies aren't virtually immune to your dwarves' weapons as they are to wrestlers. Also, even a very poor sword or even axe user will lop off limbs with criticals, where a wrestler at most will break a bone. Need I repeat that everything you'll be fighting in this mod is larger than your dwarves?
B. Your dwarves gain wrestling skill at a speed which lags only slightly behind their other skills, and can be polished off later with a little unarmed sparring.
C. Your dwarves gain armor and shield user abilities faster.

Cons of training weapons first:
A. If you are only facing goblins and kobolds, your dwarves will still be highly deadly. Wait, that's not a con. Shit.
B. If you lack either armor or weak weapons (low-quality copper at the most) then you are asking for trouble. Actually, with a silver or wooden weapon you will generally get away with even the crappiest armor, or none at all. The main point is: you shouldn't do weapons training at all without the proper weapons, unless you don't care who dies.
C. I can't think of any more cons. If you do it right, you'll have effective combat-ready dwarves within 2 to 3 months, and you won't have anyone dead or hospitalized.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wa**
Post by: **nil** on **November 13, 2009, 10:56:16 pm**

Quote from: Squirrelloid on November 13, 2009, 10:46:34 pm
Joy. Gnome caravan. Followed shortly thereafter by a frogman siege. Oh yay? At least it looks like the gnomes will make the gates just fine. Hmm... frogmen are supposed to be pushovers, so maybe i won't bother with the bridge trap, my military can use some training =)
Yeah, as long as they don't swamp a wrestler or someone with no armor they shouldn't be a problem. The caravan could probably rout them by itself.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wa**
Post by: **The Architect** on **November 13, 2009, 10:58:50 pm**

Quote from: nil on November 13, 2009, 10:14:42 pm
Bludgeoning is best against treants; since they don't have internal organs the crit bonuses of swords and spears is worthless, and with severs on breaks bludgeoning removes limbs at least as effectively as slashing (also they don't bleed). Against everything else your best bet is obviously crossbows. So, personally I'd spar with hammers, sending any injured over to the crossbows. Maces are another good option, as there should be plenty of wooden maces lying around from the frogs.

Swords sever like no tomorrow. Better than any other weapon (even axes, as dwarves attack faster with swords), unless you are facing something with limbs that always sever instead of break. In that case something that easily breaks bones like a bludgeon is better. Unless treants fall into this category, axes would be more immediately effective than hammers.

Squirrelloid: <http://www.bay12games.com/forum/index.php?topic=44791.0> (<http://www.bay12games.com/forum/index.php?topic=44791.0>)

It seems even putting in words out of the title didn't bring it up high on the search. Must put low-reply topics on low priority/relevance.

Edit: link fixed

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Squirrelloid** on **November 13, 2009, 11:12:07 pm**

oh god, someone had spent ammunition set to Claim. Who the **** does that?

No wonder this fort has a problem with civilians running into the line of fire, people have implemented settings of *stupid*

In entertaining news, i built some archery targets near the quarry (there was space, and its near where i want archers to ultimately station anyway). Some frogman walked near on the level above there and my archers got some practice on live targets - routed a group of frogmen by themselves. This is of course when i discovered that my dwarves were trying to reclaim the spent bone bolts...

I've set all options in the (O)rders (F)orbid menu to Forbid. Rational people will leave that alone.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wa**
Post by: **nil** on **November 13, 2009, 11:15:16 pm**

Other cons of training weapons first:
- In my experience, it takes at least twice as long
- Unless you're sparring with hammers, soldiers who get nerve injuries won't have as useful a skillset. An accomplished wrestler with a lower back injury can make a great marksdwarf, while an accomplished sworddwarf with the same injuries is much more of a waste.

You made a better case for doing weapons first than I expected, but I can still see it going either way.

Quote from: The Architect on November 13, 2009, 10:58:50 pm

Quote from: nil on November 13, 2009, 10:14:42 pm

Bludgeoning is best against treants; since they don't have internal organs the crit bonuses of swords and spears is worthless, and with severs on breaks bludgeoning removes limbs at least as effectively as slashing (also they don't bleed). Against everything else your best bet is obviously crossbows. So, personally I'd spar with hammers, sending any injured over to the crossbows. Maces are another good option, as there should be plenty of wooden maces lying around from the frogs.

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They do, they have the tag [SEVERONBREAKS], that was my point.

Quote

It seems even putting in words out of the title didn't bring it up high on the search. Must put low-reply topics on low priority/relevance.

You should repost that in the other GD, a lot of people never go to those "Finally..." forums.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Squirrelloid** on **November 13, 2009, 11:21:43 pm**

Architect:
Wrestlers train shield use just fine.

Yes, armor training lags a bit. But a legendary wrestler/Great Shield User can solo a Titan no problem. I've done it. Absolutely destroys a Hydra too. Probably want a pair of them for a Dragon, but I haven't tried soloing a Dragon recently.

If megabeasts aren't that much of a problem with Wrestlers, I can't imagine lesser creatures would be.

Now, i imagine treants would be a problem because bronze colossi are a problem. Fortunately, we have axe and sword dwarves, so they have some weapon training, and i plan on sending them into battle with weapons for on-the-job training. But sparring training for weapons takes much longer than wrestling.

Also, i've *never* had a serious injury or any nervous injury inflicted on a legendary wrestler during sparring, no matter what they were sparring with. Which includes adamantine artifacts (i tried to stop him from picking it up, i swear!).

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **The Architect** on **November 13, 2009, 11:40:57 pm**

Lol. Oh yea, someone pointed out that I put that in the wrong forum. Here is the new link:
<http://www.bay12games.com/forum/index.php?topic=44799.0> (<http://www.bay12games.com/forum/index.php?topic=44799.0>)

I haven't had any nerve injuries from training with weapons, as I said I have almost had none at all. In my experience, wrestling produces frequent injuries. Am I wrong?

Even if legendary wrestlers don't get hurt in weapon sparring, neither does anyone else unless you eff it up. Yes, weapon sparring takes longer. I forgot entirely to include that con, and it's the main one. However, dwarves don't gain attributes much less quickly (because wrestling adds fewer attributes) and they will become deadly very quickly.

A weapon skill of 0 is a serious hamper on weapon combat. A skill of 5 or so is enough to kick all the ass you want. Yes, legendary wrestlers are fine, even great, against single creatures. (A serious question for you would be what attributes did that wrestler have? If he kept training wrestling beyond legendary+5 or he had other attributes from other jobs, then your point is irrelevant. Wrestling depends heavily on attributes which are not likely to go very high with just single-legendary training.) The point however is that in this mod you won't be facing single creatures or even small groups. Your wrestlers are going to die while they are occupied wrestling one opponent out of many. Weapons are important against groups, and again against large targets. If your dwarf is superdwarvenly strong, of course it won't make a difference what he wrestles, and a low-quality weapon would just hamper his combat ability.

Of course all of this is irrelevant if you don't plan to take them on head-on; legendary wrestlers will wreck the hell out of stunned enemies dropped from that drawbridge if there aren't more enemies than wrestlers. I still suggest training to Skilled weapons before wrestling. They'll still be very good dodgers after that training, it doesn't take any longer than training to legendary wrestling, and they'll be very much more deadly against groups and larger creatures than wrestlers trained up from Peasant to single-legendary.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **sir labreck** on **November 14, 2009, 12:05:27 am**

Hehe, I don't really care if you disagreed, I have the habit to debate ;) And debate mean two people with different point of view.

First, for the weapon, I'm only quoting someone, I have read a lots through the wiki yeah, but also from the forum, so real life experiencing player. Veteran in simple word. I personally like spear, but in DF I agreed that sword kick ass. I just disagreed with the fact of people defending hammer or axes whatever the cost because it's supposed to be more dwarvenly. A real dwarf in fact only use pick,

check Scandinavian mythologies if you don't trust me, Tolkien mythologies is just a deformation of many European myth. Hammer aren't so good. They are only good again what I have said, creature who don't have organ and don't bleed. But a treant or a zombie will be kill by balista arrow, so problem solve...

Just a point, I think I have read somewhere that spear is intend to get higher chance to pierce critical organ, maybe it's not implant yet, but it'll certainly in the future. This also just more realistic, that came with the stuck problem ::) A bolt have also a really high chance because actually, it have a good speed on the impact and all stuff. But bolt, you need refill, and a crossbow hammer isn't so useful because of lower damage...

For the pro or con for training with weapon or no. The only thing I have see useful, it's if you don't do cross training, wrestling can get your dwarf a little stronger before giving them heavy weapon and a fully plated armour (I mean, leather, chain, plate ^^). And actually, the state of the fort, we really need some military up and running fast. The best defence is attack :) Dodging is pretty useless if the first blow of the sword make the head flying in a bloody arc 8)

Finally, remember what English have done in the war of 100 years (how do you call it by the way? (Guerre de 100 ans)). They have kill the chivalry of the French because their long-bowman was so powerful. The front soldier where just pike-man to stop the charge of the horse. Here the strategies is similar, get 15 dwarf as swordwarf and the other as marskdwarf and check the result. In the time where the enemy battle the damn elite swordwarf, all the marskdwarf get free shoot at them, and probably pierce head, heart and lung on every werewolf/orc or whatever. The lost are minimal and the experience maximal. Sure I actually mean, the attacker are weakened by balista and other stuff, but that a precaution. Even 80 werewolf shouldn't pass a such military. Except if the lad are very bad lucky and half the werewolf get around and kill the marskdwarf...

After that, free to you to show me proof that I'm foolish, I'm probably ;D Just remember something else, **THIS IS SPARKGEAR!**

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **The Architect** on **November 14, 2009, 12:35:45 am**

Actually I think everything you said was right-on. I don't see where we disagree at all; in fact we seem to agree completely at every point.

It is so true that dodging is useless when compared with just severing the enemy's limbs. And you will still have dodging, + parrying, if you train weapons. I don't know about 80 werewolves, but you can beat the hell out of some enemies.

Why don't we have to use silver weapons on the werewolves :-P

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Squirrelloid** on **November 14, 2009, 12:41:41 am**

Eh, i'm swapping the weapons training back and forth between wrestling and with a weapon. Most of them were competent-talented with their weapon, and now most of them are ~proficient in wrestling, and its been about a month of game time.

Speaking of which, the FPS on this thing is painfully slow. It just crawls. Um, I hope I'm done to upload something before the next player wakes up. Its running as fast as it can!

I can't believe there were dwarves with nervous injuries that hadnt been moved into the marksdwarves corps...

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Squirrelloid** on **November 14, 2009, 01:06:23 am**

Well, a child just had a fey mood. Looks like bonecarving. Oh joy?

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **James.Denholm** on **November 14, 2009, 01:14:21 am**

How to tell that your child is going to grow up to be a psychopath... It's not the Born of Blood, is it?

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Lord Shonus** on **November 14, 2009, 02:47:20 am**

I didn't bother trining siege operators because I had a chronic labor shortage t the time, and they were only likely to get one shot off anyway, because I didn't have a dwarf to spare making ammo. I considered tearing down that deathtrap of a skyway, but whoever built it was clearly very proud of it.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Squirrelloid** on **November 14, 2009, 03:18:04 am**

Quote from: Lord Shonus on November 14, 2009, 02:47:20 am
I didn't bother trining siege operators because I had a chronic labor shortage t the time, and they were only likely to get one shot off anyway, because I didn't have a dwarf to spare making ammo. I considered tearing down that deathtrap of a skyway, but whoever built it was clearly very proud of it.

Well, the skyway actually works. A couple of ballistae with no ammo and no trained operators are *useless*. Even a legendary siege operator will fail to shoot straight for more than 20 squares about half the time or more, meaning you'd need legendary operators to even have a chance of hitting anything.

The skyway just requires you arrange for someone to pull a lever.

Anyway, i'm probably going to be uploading as far as I am, which I think was merely finishing Wednesday's year to spring. This fortress is running way too slow on my computer to reasonably play a year in one day, especially when it took me multiple hours to figure out what the hell was going on in the fortress.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Squirrelloid** on **November 14, 2009, 04:48:00 am**

Save is here: <http://dffd.wimbli.com/file.php?id=1594>

I didn't accomplish nearly as much as i wanted to because the game is so glacial. I only got to play a season and a half, basically finishing Lord Shonus's turn (since he only made it to mid-autumn). Below is important information and things I was setting up.

Important information:
Military is in 4 groups -
(1) Military Dwarves with nervous system damage. They're our current marksdwarves. Armor is inconsistent across group.
(2) Dwarves x3 training hammer skill (mostly wrestlers right now, one of them shows up as a marskdwarf) - these are our future marksdwarves. They are all wearing chainmail.
(3) Dwarves x3 training axe skill (some show up as wrestlers) - axes were already chosen for me, and these were all reasonably weapon

skilled. I've upgraded this group from merely platemail to chain + platemail.
(4) Swords dwarves x4. Wearing chainmail.

All groups are armed with the weapon skill i said they're currently training, or at least should be....

As you get more steel bars, make platemail - it can be stacked on top of the chainmail by telling them to wear plate while they're wearing the chain. My dwarf and the Dungeon Master should be hard at work melting stuff down to get steel and iron. Use the steel for armor.

Magma piping:
I've laid the basework and designated the rest of the digging for a 7-pump wide pump stack. I'd have finished it out, but damn slow computer and someone is going to want their turn.

Note the floodgates i've started placing in the main magma duct on the base level. Seal the passage in sequential groups and rig each group to a lever. Yeah, they'll all melt when you open them for the magma, but the goal is to control the magma flow so you don't deprive your forge/smelter of at least 4/7 magma. Its going to be slow going, but you'll ultimately increase the total amount of magma on the map by flooding all that area, which is only good for you =). I'd use about 4 groups of floodgates for seals for control of magma depth. The masons in the quarry is making floodgates on R, and the mechanics is also set to make mechanisms on R. Also, when you're ready, channel all the blocking wall between the pipe and the flow zone.

For the pump stack, after everything is dug out, but before you put pumps in, channel a hole under what will be the front (output) end of one pump on each level except the bottom one. This will let the pump groups touch vertically and transmit power through the whole stack. You'll probably want to extend the pump stack up into the air a few z-levels at least, but i leave that engineering project to someone else.

I've been making wooden screws and pipes - these work fine for pumping magma as long as you don't let the magma get *on* the back end of the screw pump (ie, the intake side). If you don't know how to engineer screw pump stacks, leave it for the next person or you will have hot melty fortress death, and using magma safe materials wouldn't save you. Haven't started making blocks yet, but any old stone should do.

What you do with the magma is up to you. But that should ultimately provide enough magma access to do lots of fun stuff. I was planning on powering with windmills.

I removed a lever from the lever group because it didn't seem to do anything.

The new lever is for the spikes at the entrance way. There's 3 groups of 10 right now, as you get more iron from melting stuff, make menacing spikes to add to the array.

Pull the lever jobs are rather delayed at default in the fortress because the job backlog is obscene. Consider suspending and cancelling a bunch of jobs, and forbidding lots of miscellaneous stuff lying around as soon as a siege announces to free up dwarves for lever pulling. The really important lever will be the sky bridge.

I was considering laying traps below the sky bridge area, but never got around to it. Its probably a good idea - cage traps would take monsters out of the fight until you can dispose of them, and weapon traps could add to their injuries from falling. There's a lot of crappy weapons around, feel free to make use of them.

I bought bolts from the gnomes, so we have steel bolts again. The ammo stockpile is up one zlevel and to the right of the entrance, behind some fortifications i put up. I figured that would be a good location to station marksdwarves in the even of a siege.

My dwarf is the broker, and has all metal skills enabled. I figured being near the forge most of the time would keep the broker from getting killed again... Normally i wouldn't have one dwarf do so many valuable different tasks, but i didn't have the patience to try to micro all the metal tasks out to different dwarves. I didn't get to build him anything special, so if someone is feeling generous... or just don't kill him and maybe i'll get to play a full turn one of these days...

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **The Architect** on **November 14, 2009, 05:48:32 am**

I don't get the pump stack thing, but your turn sounds like it went well. How is the water supply? I think if anyone responds letting me know when a turn is available, I can set up an infinite water source serving a repeater.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **AlienChickenPie** on **November 14, 2009, 06:06:48 am**

Looks like things are getting back under control, that's good. Make sure the military stays large and powerful, crippled warriors don't get replaced if you don't replace them.

Next week's slots are open, Feel free to ask for a day.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **The Architect** on **November 14, 2009, 06:26:32 am**

As in Monday? that would do nicely.

May I suggest restricting hauling labors? If you have less haulers assigned, less jobs will be queued.

For instance, if 30 dwarves have all hauling labors assigned, it will queue as many as 30 of each type of hauling. However, if you have 10 with only stone and wood on (and no others with stone/wood) then only 10 of each job type (stone/wood) will be queued at a time.

It should reduce the problem with the job queue.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Ezk1** on **November 14, 2009, 06:54:00 am**

Can i have sunday?

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **sir labreck** on **November 14, 2009, 10:35:12 am**

Ok, downloading the save. Will see what I could, I have lot's experience with pump and to date, I have never did anything stupid with them. I'll just be careful because it's magma.

Asap the save is download, I make a to do list.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Squirrelloid** on **November 14, 2009, 10:50:23 am**

It'll be awhile before the magma is actually ready to be pumped, which is part of the problem. You'll probably end up building or starting the pump stack, but not turning it on. (Because it'll take the game awhile to generate enough new magma in the pipe to fill the resevoir, and you have a lot of building up top to do).

Basically you'll be laying more plumbing that someone else will be using.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **sir labreck** on **November 14, 2009, 11:15:54 am**

Yeah, the fortress is on the good rail, but we need to continue in this direction.

*Diary of sir Labreck, say the fool,
This is finely crafted book, make up of leather [dog] and the bookbinding is actually made of elf hair. It's a image of a dwarf and demon. The demon surrounded the dwarf and laugh at him. The diary is scribed in a local dialect of the dwarf, some part are untranslatable.*

Undated scribing

Ok, this moron in the capital is maybe right, but why send me at this lost hole, erf, Sparkgear? I'm a little crazy, but who it's not? I have travel half the journey to this death trap. I hope they are in better shape than the last "royal" report say it.

Undated scribing
Ok, I close now on the fortress, I already see some construction in, fuck, wait a minute, they actually made the fortress above ground! Idiot, and I have to make that survive? I probably could just get in an exile, let's the royal paper their and the first moron who find it become the new leader of this crap.

1st Granite
I have present myself to the guard, they look a little weird. They have simply node the head when I present them the royal seal. Start good... J'aurais du partir. First, need to check everything. Their food reserve will hold, they need a little more booze, but we will live we that, the still is producing at maximum capacity. They have lots of stuff to eat so. We have 46 living dwarf their, less 9 because of the child. Vraiment! Better than nothing.

Their defence pattern is quit, silly, bizarre même. They have plumbing project, merveilleux, some magma. This is cold and the lads will have use for a warm hospice. Check the lever, I'll need to find the secondary entrance actually. The military is fine, next waves of immigrants (if any is dumb enough to come here) will add up, except if they useful skill.

To do list

1. Complete the death corridor with up rising spike, a new drop trap, little and more convenient.
2. Finish the magma plumbing and get a new cluster of magma forge up and running/ get a piece where the lad could rest, in warm, with water who don't freeze.
3. Clean up the fortress
4. ~~Start silly project like a giant statue~~

10th Granite
Calisse, why werewolf came in this desolate hole! Why in name or Armok. Ok, need to know the number of the ugly creature who sieged us now.

God, 34 or 40 enemy, where dead. Need to organize this defence. With a little luck the drop trap will work just fine, need to get about, 5 or 6 lads ready to pull the damn lever. Try to get the soldier en place to wait, the marskdwarfs need to be lucky!

14th Granite
Hourra! The day is our, after 4 day of long combat we actually manage to repeal the onslaught. Actually the lost seem not so bad, one baby who was in the middle of the fight, one engraver who was outside, kill by 20 or so werewolf. But the lad have do well. Juste magnifique, the drop trap have solve a lots problem. 3 out 4 have die by this, the other who have pass the bridge have been kill by the soldier. Only one werewolf have menace the integrity of the fort, I don't even know how, he manage to by pass the soldier, get in the grand hall where the lever was. An image is 1k of word!



(<http://strongholdfrenchheaven.xooit.com/image/44/f/4/6/stronghold-crusader026-1554e47.jpg.htm>)



(<http://strongholdfrenchheaven.xooit.com/image/21/4/e/2/stronghold-crusader027-1554e70.jpg.htm>)



(<http://strongholdfrenchheaven.xooit.com/image/23/5/a/a/stronghold-crusader028-1554e87.jpg.htm>)



(<http://strongholdfrenchheaven.xooit.com/image/25/6/6/1/stronghold-crusader030-1554eab.jpg.htm>)



(<http://strongholdfrenchheaven.xooit.com/image/40/1/9/f/stronghold-crusader031-1554ecb.jpg.htm>)

Anyways, the survivor flee, one wrestle I think, and the other are bleeding in the hole, I'll send the lad finish them, they love that sort of action.

So, I'll try, I have save, anyways, that really soon they came, I was micromanaging the dwarf, lot's of them have job that don't fit together, etc.

We have survive ^^ But, I'll need to get the defence going. The drop trap have impressed me, so I'll make it possible to use it, when the death corridor is finish.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Squirrelloid** on **November 14, 2009, 12:22:08 pm**

Makes you glad i sealed off the alternative route from the main entrance, doesn't it?

The air-drop of doom is weird, but its at least functional...

And you'll notice i deepened the hole they get dropped into a little bit, and removed a bunch of ramps. That should let you control access out of the pit in case enough of them survive in good shape to give you problems, since there's only the stairwell and the one ramp atm.

(clean up the fortress, lol. I'm telling you, the only way to clean this disaster is with magma! Or maybe carefully controlled fires...
hmm... So if you set some cage traps down there, use non-magma-safe cages, and then dump the occupied cages in the magma - any armor they're wearing should return to the location of the cage trap at magma temperatures, burning up a lof of the crap down there. Just make sure to forbid it all so you don't have !!dwarves!!.)

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **sir labreck** on **November 14, 2009, 12:26:49 pm**

Actually I plan on getting retractable bridge to control witch trap the invader will use ^^ But yeah, that I have probably save the day, for the moment. For the cleaning, that nothing that time and good lads can't do. If everything go well I'll do it, but for the moment, I want the damn magma up and running, so the next leader will have the leisure to do a drown chamber, with magma. And the other invader who don't get in time in this fast killing trap would taste a drop of 10 z level, and for the other, the death corridor should finish them for good.

But actually, in couple of turn, the invader will be really too strong to be stopped. Because of the open rule, they will pass, and if 100 werewolf get in combat again 40 dwarf, the issue is clear.

We have lost 4 dwarf, 1 soldier, 1 baby, 1 engraver, search for the last.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Squirrelloid** on **November 14, 2009, 12:54:45 pm**

I'm feeling a boatmurdered style "**** the world" plan here... Because every problem can be solved with the application of more magma!

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **sir labreck** on **November 14, 2009, 01:09:24 pm**

Hehehe ^^

25 Granite

Y'a pas moyen d'avoir la paix!? Everything was fine, really, destroying some useless wall, floor, preparing new fortification, fortifying the secondary entrance. And someone have say, "Ambush, curse them!" Some of this crappy thief have been catch by cage trap. I have order the military to inspect. Some bolt have actually hit the wall. Bah, nothing serious. But they encounter a second party of ambusher, at the entrance, Armok damn! The axes dwarf have done pretty well at killing them, and the swordwarf just couple feet back have took the survivor. After that, was easy as a pie. I don't know how, a children have been killed by a trap, surely something to do with the destruction of a floor... More cleaning added at the list. I'll let's now the swordwarf and some marksdwarf guarding the main entrance.

Ha, also, a thief master have try to get in, but he encounter a miner, pretty skilled, 3 second later he was dead.

23rd Slate

Some immigrant, 10, almost all them go to the military, they encounter some ice wolf and we lost two of them to the battle. Work continue

I take a little pause and continue the thing, don't know, in an hour or so. 1 month, and everything going smoothly. By the end of my turn, the plumbing will be easy, just pull the next lever. The death corridor will have some work on it, a small drop trap (with cage trap under it), new ammo for the balista, and bridge to control if the enemy get on the skyway or in the corridor. Hope for the best ^^

PS: Actually the kid Blood Reborn or something in this taste have grown, it was already in the military and he got kill. No people have survived up to this date from the second year, lol!

Crap, will miss time, I'll finish the fortification and equip the new lad, I'll upload asap after that.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Bloogonis** on **November 14, 2009, 03:41:34 pm**

!!!! who tore down the tomb stone/pump! does no one use the freaking notes? and it was spare *copper* parts! I thought there was a general rule of not tearing down other peoples works without a reason?

About the slow fps. Its because we have piles and piles of junk everywhere! each one takes up a little pit of memory. We need to QGD a lot of our extra equipment and the trash and the spent bolts whenever we get a chance. especial if the trash is causing tile swap (blinking between multiple items)

also... who the balls would do that to the Reborn? If you are doing something with a noted character, say it. or else you kill a lot of the fun for people following along.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **sir labreck** on **November 14, 2009, 03:46:25 pm**

For the tomb, no idea, the only thing that I have modified, it's a bridged floor that I have replaced with a normal bridge link to a lever, that was a weak point in the defence.

For The reborn, squir have probably(or maybe even earlier...) put it in the military, because it was no more a kid... And when you have a siege, you don't really think about who is in the military (character), you put them. He died in fighting.

Almost finish the new fortification, no mega traping though, not have the time. The next one should consider it. The plumbing will be quit easy as I have said. Also, I have get the water supply up. You jsut need to get a channel at the good place, so you have magma making the ice melt.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **AlienChickenPie** on **November 14, 2009, 04:12:56 pm**

Great reporting, and it's good to see the fortress getting up on its feet.
If you need more time, the rules give you three more hours until you turn is at risk. Feel free to take advantage of that if it means you get to finish your turn properly.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **sir labreck** on **November 14, 2009, 04:20:37 pm**

Even with the three hour + I have obligation, so

<http://dff.d.wimbli.com/file.php?id=1595>

Incomplete. Couple of thing, finish the secondary bridge, south of the balista. Link it to the appropriate lever, check note. Check the ramp to the skyway, somewhere I have made a error and the enemy will past over the tomb complexe.

Good luck

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Ezk1** on **November 14, 2009, 04:41:40 pm**

I will download soon, lets see what we got here...
MAAAAAAn, this is slow (7,2kb/s)....

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Ezk1** on **November 14, 2009, 05:42:53 pm**

oh screw this, i will dl tomorrow morning, i go to sleep

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Ezk1** on **November 15, 2009, 03:30:29 am**

Ok lets see what we got...
OMG..its,its, ITS PLAYABLE
no dead dwarfes everywhere, no siege going... nice

hmm.. could you show where the skyway ramp is, im not sure^^

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wa**
Post by: **nil** on **November 15, 2009, 04:14:28 am**

Quote from: Ezk1 on November 15, 2009, 03:30:29 am

Ok lets see what we got...
OMG..its,its, ITS PLAYABLE
no dead dwarfes everywhere, no siege going... nice

hmm.. could you show where the skyway ramp is, im not sure^^

Ramp to the skyway is about 5 spaces northwest of the dormitory, right now its behind a drawbridge

also FYI there's a bridge that bypasses all of the defences over by the balistas.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Ezk1** on **November 15, 2009, 04:15:24 am**

Starting to understand this fort, maan this place has changed a LOT.

oh joy, siege. hmm about 40 werewolf, perhaps?
well i found hole in our defence, time to savescum
oh this little bastrds, more werewolf attacked from south, there is about 60 werewolf
result of fight: drop trap worked like dream, and only 2 dwarf died.

dwarf traders have come.have anyone on their mind, what would we need?

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Ezk1** on **November 15, 2009, 05:05:09 am**

btw do we have noble quarter somewhere?

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Squirrelloid** on **November 15, 2009, 05:10:07 am**

Reborn of Blood might have grown to adulthood near the end of my turn. I wasn't paying attention to it if he did.

I didn't do anything with him, though. And since i was paying a lot of attention to the military i would have noticed if i'd put him in it. In fact, I didn't conscript any new dwarves, just saw to the better outfitting and training of the ones we did have.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Lord Shonus** on **November 15, 2009, 05:49:58 am**

He was still a kid when I finished.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Ezk1** on **November 15, 2009, 08:11:23 am**

Yup, hes dead, but i think, he wasn't in military tough. I think he was peasant, not sure.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Ezk1** on **November 15, 2009, 08:21:07 am**

Hehe, "No one even considered making the journey to such a crused death-trap this season."
Well, no migrants coming anytime soon ^^

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **sir labreck** on **November 15, 2009, 11:31:44 am**

Yeah, happy the thing is playable.

The south bridge is the secondary entrance, because the death corridor is not even near to be finished. I have dig channel. Put a bridge here, you should also continue the defence along the wall so marskdwarf would have shoot. I was really in a hurry yesterday.

I have put note on each lever, if a lever don't have note, destroy it, it have probably serve only to control a cave-in. You have 48 able buddies (including some kids). Finish the plumbing for magma, make magma forge at te fortress and start digging quarry and fin some more ore ^^ Do something crazy that will help our wealth.

Finally, could you name a dwarf on my, I was thinking about one of the swordwarf, the leader if it's not name yet ;) Thank in advance.

PS: Actually I have play a little further, to the siege, but because of the breach all the werewolf have pass over the tomb complex one. No time to replay up to this, so... I'll do the final report.

1st Hematite
Ho, hard, c'est dur. Thing are going smoothly, but this place, what it's this place! A crappy mess. The water machine doesn't work fine. Need to finish the defence, my scout have said that werewolf are on the move. I'll let's an another take the place and I'll take the lead of the swordwarf squad, maybe I'll live to see an another day.

Note to the next overseer;
Finish the south bridge and link it,
Channel between the ramp to the skyway and the tomb roof, make more fortification.
Continue the death corridor
Check the note for lever
Finnish magma plumbing, stay alive and go drink a fine dwarf beer with me when you'll have done all of that.

Farewell
After this written note, hastily, the diary is unreadable, mark with blood, scratch from all hover, the only thing that seem readable it's a local dwarf language: Tabarnaque, les démons! The demon laugh at the dwarf who is babbling

PS: I don't know if I want to take an another turn. I'll have a free day Thursday and Friday, so a week-end of 4 day, but knowing my family, they will screw it up... Maybe Friday, shouldn't have any obligation, just going to the restaurant somewhat late (after my turn finish).

Will see is someone take it ;)

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Ezk1** on **November 15, 2009, 12:54:24 pm**

Hmm, could you show screenshot of these "skyway" and "death corridor", thx

Here the death corridor, the balista have a good shot on it.



(<http://strongholdfrenchheaven.xooit.com/image/29/f/c/6/stronghold-crusader038-15614f9.jpg.htm>)

The ramp to the skyway, it's also where the you could decide if the enemy use the skyway (drop trap) or the death corridor. You have two lever in the hall who activate the bridge.



(<http://strongholdfrenchheaven.xooit.com/image/46/f/7/f/stronghold-crusader039-1561614.jpg.htm>)



(<http://strongholdfrenchheaven.xooit.com/image/47/f/2/1/stronghold-crusader040-156162d.jpg.htm>)

Hope that help...

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **AlienChickenPie** on **November 15, 2009, 02:54:40 pm**

Quote from: Ezk1 on November 15, 2009, 08:21:07 am

Hehe, "No one even considered making the journey to such a cruised death-trap this season."
Well, no migrants coming anytime soon ^^

That's harsh. It's been over a year since the last time enemies broke through the defences and slaughtered the fort's entire useful population.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **sir labreck** on **November 15, 2009, 03:08:19 pm**

I just think that we don't have create wealth to compensate our death. I have lost somewhat 6 dwarfs and migrants only come with the message that said they have brave and blabla, knowing that will be their tomb.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Ezk1** on **November 15, 2009, 03:14:41 pm**

THx, that help a lot..

hmm.. oh you got to be kidding me.. mmm.. whos next?

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Ezk1** on **November 15, 2009, 03:19:03 pm**

oh its The Architech.. heh heh heh.. how fun whit this death trap>:D

quess whos back?

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wa**
Post by: **nil** on **November 15, 2009, 03:52:20 pm**

I can take Tuesday if no one else has.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **AlienChickenPie** on **November 15, 2009, 04:07:00 pm**

You're booked for Tuesday, and I took Friday.

Wednesday, Thursday and Saturday are still open. Are you a bad enough dude to lead Spakgear for a day?

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Lord Shonus** on **November 15, 2009, 04:24:44 pm**

I'll tke wensday

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Ezk1** on **November 15, 2009, 04:33:12 pm**

SPOILER: Ent are back. Yeah remember those big-ass who destroyed our wonderful courthouse :D

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Ezk1** on **November 15, 2009, 04:47:15 pm**

Ok heres save for next guy:http://dffd.wimbli.com/file.php?id=1597 (http://dffd.wimbli.com/file.php?id=1597)

- To do list:
- Handle siege. All bridges are up atm, so you are safe, but you have to find way to handle those ents.(REMEMBER, drop trap dosent work on them!!)
 - Find way to get infite water source. (There is lave flowing, but i couldnt rilly get any of my plan work, so its up to you).
 - Check how much food we have.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Frogwarrior** on **November 15, 2009, 05:33:38 pm**

I think I could take Saturday.

What doesn't drop trap work on the ents?

Also, I wonder if I should play any with Relentless Assaults before then.
NAH...

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **AlienChickenPie** on **November 15, 2009, 06:21:27 pm**

Quote from: Ezk1 on November 15, 2009, 04:47:15 pm

Ok heres save for next guy:http://dffd.wimbli.com/file.php?id=1597 (http://dffd.wimbli.com/file.php?id=1597)

- To do list:
- Handle siege. All bridges are up atm, so you are safe, but you have to find way to handle those ents.(REMEMBER, drop trap dosent work on them!!)
 - Find way to get infite water source. (There is lave flowing, but i couldnt rilly get any of my plan work, so its up to you).
 - Check how much food we have.

The fortress ought to stay open. Otherwise, the game ends up getting restricted and boring.
When you get the save, Architect, please open up the fortress and try to handle the ents. If it's impossible, we should evaluate the state of our military, artillery and trap systems. If they are in a pretty good state, then it's possible that the treants are just too strong to be met with anything but magma (or RAW-generated thermodynamic anomalies) or defense design skills that are beyond what we can achieve in this fortress.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **DaPatman** on **November 15, 2009, 08:03:05 pm**

Quote from: Frogwarrior on November 15, 2009, 05:33:38 pm

Also, I wonder if I should play any with Relentless Assaults before then.
NAH...

Don't bother. After all, I didn't, and look how well my turn went.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 15, 2009, 08:38:21 pm**

So, when do I begin? is it now?

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **AlienChickenPie** on **November 15, 2009, 08:43:22 pm**

You can start whenever you want, just make sure to pick up Ezk1's save. There are about 20 hours left in your turn.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 15, 2009, 09:22:21 pm**

Hmm. I'm not a big favor of the timezone we're using, but so be it. If I'm not mistaken the majority of the players are in the North America, not Europe, and the one who set it at that time is not organizing this SG. The current time zone puts the turns in the middle of the night for the majority of us.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 15, 2009, 10:26:54 pm**

Quote from: The Architect on November 15, 2009, 09:22:21 pm

Hmm. I'm not a big favor of the timezone we're using, but so be it. If I'm not mistaken the majority of the players are in the North America, not Europe, and the one who set it at that time is not organizing this SG. The current time zone puts the turns in the middle of the night for the majority of us.

22:00 GMT = 5:00 PM EST, right?

looking forward to a golden age this turn

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 15, 2009, 10:39:40 pm**

It's an awkward time. I suppose since it's 24 hrs you will have approximately the same amount of time to play no matter what.

Title: **Re: Sparkgear Seven - Fortress collapse averted by soldiers going AWOL to get wasted**
Post by: **Heron TSG** on **November 15, 2009, 10:56:04 pm**

Quote from: Ezk1 on November 15, 2009, 04:15:24 am

well i found hole in our defence, time to savescum

Back in SparkgearIV's day, we simply came back with another army, one that might not survive a hidden cave spider or two, but an army nonetheless!

You folks have much to learn about making due* with whatcha got! Save scummin' is fer quitters!

[*Making due- as in making enough money to pay your dues. In this case, making enough asskicking to not die.]

Title: **Re: Sparkgear Seven - Retarded but Optimistic**

Post by: **The Architect** on **November 15, 2009, 11:34:34 pm**

We could always just charge large creatures with untrained wrestlers. I heard that's good for a few laughs, trying to wrestle things larger than yourselves with no attribute boni.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**

Post by: **Heron TSG** on **November 15, 2009, 11:37:51 pm**

For the record, some of them were pretty buff from all that scribblin' and mugmaking.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**

Post by: **sir labreck** on **November 15, 2009, 11:47:30 pm**

Yeah, actually 22GM It's +2UTC and it's weird. Time should be east coast or center if you want to be fair. Because of this, I have lost half of my turn ^_^.

For the open rule, note that I have transgress it a little, when I have the drop trap activate, the fortress was all close (because the secondary entrance was non existent, previous leader have got little care about it). But I reopen thing up and let's the fortress open and even let's some werewolf bypass the drop trap (only reason our military get some action.

For the treant, don't know, you should try, this is retractable bridge, not a up bridge, so size maybe not count. And what do you have to lose actually? We have have no weapon for killing treant. Or you could try make in haste some head arrow for the balista and oblige the treant passing by the death corridor, actually, the only factor for low siege operator it's they will miss but, in a 7 wide corridor, we got some chance I suppose. For gaining time, only alternate the open entrance, open the secondary bridge, close the bridge to the skyway, when the treant close on the secondary, rinse and repeat. When you are ready, instead of opening the skyway, open the death corridor. If Ezk1 have do everything finely, all lever shoudl be hook normally as the note suggest it ;)

So if no player take on Thursday, I'll take and make thing interesting :p But if a new player or someone who don't have play for sometime I'll let it get the turn. It's just because I have time Thursday...

Title: **Re: Sparkgear Seven - Retarded but Optimistic**

Post by: **Frogwarrior** on **November 15, 2009, 11:51:49 pm**

What is the proper weapon for fighting treants?
Also, someone said that the drop trap doesn't work on them? Is that because they don't take enough damage from the fall for it to be meaningful and they don't get knocked unconscious or stunned?

Title: **Re: Sparkgear Seven - Retarded but Optimistic**

Post by: **The Architect** on **November 15, 2009, 11:52:59 pm**

No, it's because they are like demons: you can't use bridges on them at all. This is to prevent cheapassing demons by dropping them into a chasm. IF they are standing on it, it won't retract. Spike traps are the only perfect defense, because they are the only one that hurts *everything*.

For the record, I would love to see giant axe blades installable like spike traps.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**

Post by: **nil** on **November 16, 2009, 12:00:54 am**

Quote from: Frogwarrior on November 15, 2009, 11:51:49 pm

What is the proper weapon for fighting treants?

Easiest way is weapon and cage traps. Second-best is champion bludgeoners. Plus, as always, there's magma.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**

Post by: **The Architect** on **November 16, 2009, 12:03:02 am**

Quote from: nil on November 16, 2009, 12:00:54 am

Quote from: Frogwarrior on November 15, 2009, 11:51:49 pm

What is the proper weapon for fighting treants?

Easiest way is weapon and cage traps. Second-best is champion bludgeoners. Plus, as always, there's magma.

Are weapon traps allowed in this? I thought they were generally considered too cheap.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**

Post by: **Heron TSG** on **November 16, 2009, 12:06:43 am**

When you're fighting giants made of wood, use all the puny knives you have!

Title: **Re: Sparkgear Seven - Retarded but Optimistic**

Post by: **nil** on **November 16, 2009, 01:01:19 am**

Quote from: The Architect on November 16, 2009, 12:03:02 am

Are weapon traps allowed in this? I thought they were generally considered too cheap.

Between the open path rule and the fact that half the seigers have trapavoid I think it's fair... but then for the same reasons it'd be better to have something like an ice or magma trap.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**

Post by: **Ezk1** on **November 16, 2009, 03:02:52 am**

Oh snap, i knew that i forget smthing. I didnt build bridge to deathcorridor (tough i planned it).
Allso i didnt achive much, but when lava is released in lower levels, drop trap will be filled whit magma...

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Servu** on **November 16, 2009, 09:59:27 am**

Quote from: sir labreck on November 15, 2009, 11:47:30 pm
Yeah, actually 22GM It's +2UTC and it's weird. Time should be east coast or center if you want to be fair. Because of this, I have lost half of my turn ^_^.
The turns last for 24 hours, so it doesn't really matter what your time zone is. Everyone has to sleep during the day in some point.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Frogwarrior** on **November 16, 2009, 01:59:22 pm**

Quote from: Servu on November 16, 2009, 09:59:27 am
Quote from: sir labreck on November 15, 2009, 11:47:30 pm
Yeah, actually 22GM It's +2UTC and it's weird. Time should be east coast or center if you want to be fair. Because of this, I have lost half of my turn ^_^.
The turns last for 24 hours, so it doesn't really matter what your time zone is. Everyone has to sleep during the day in some point.

Actually, it's better this way, since if I wanna stay up all 24 hours, it only interrupts 1 sleep cycle instead of 2... ;D

The best part is, I DON'T think well without enough sleep.. ;)

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 16, 2009, 02:37:39 pm**

Of course ideally we'd have a nice military to face them, but unfortunately we don't. So... I guess before we have ideal, we have to have dependable. I'll use whatever is abundant to make the right... *impression* on the enemy. We have plenty of options with DF, after all.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Squirrelloid** on **November 16, 2009, 03:10:51 pm**

Yeah, my ultimate theory was a magma weapon, but i never got that far because the game takes frickin forever to run.

Seriously, at current run speeds, I won't take another turn unless I can take a few days to play it. I'd like to actually play a whole year.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 16, 2009, 05:03:00 pm**

Ahem, the bridge is construct to the death corridor, it's just retract because death corridor have to be finish. But you have the secondary entrance, so you can gain time by making the treant go forth and back... Get a good field of spike and link it to some lever.

For the speed, I have the habit to play at 20/25 FPS, keep it at this minimum ;) Or make it better if you have time :D

For the timezone, actually, my play is on two day... It start at 17h at finish at an another 17h, I sleep late and sleep in often, in the end, I just got 6h... And it's way more logical :)

PS: Ezk, did you have name a dwarf on yourself and myself?

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Frogwarrior** on **November 16, 2009, 05:56:33 pm**

Hm, does it really matter what damage type you use against the ents? If they don't have stuckins, damage is damage, right? And they're so huge you probably won't be seeing a lot of knockbacks.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 16, 2009, 06:01:47 pm**

Sorry, I wasn't able to play a significant amount of my turn. Like I said, the time is extremely awkward for north america. Especially if you have responsibilities, like college. I might be able to do better on a weekend.

No point in even considering my turn, just move on. I'm sure the next person is eager to get going and I won't even be home again for another 2-3 hours (physics lab).

Quote from: Frogwarrior on November 16, 2009, 05:56:33 pm
Hm, does it really matter what damage type you use against the ents? If they don't have stuckins, damage is damage, right? And they're so huge you probably won't be seeing a lot of knockbacks.

Bludgeon criticals break bones, and happen frequently. Spears, for instance, would be a terrible weapon to use against them because they happen to have no internal organs. However every bludgeon critical will result in a severed body part when fighting treants, as they have a tag that makes their limbs fall off when broken. Swords and axes will work decently well for the same purpose, though a sword will yield its usual advantage (quick limb severing) to bludgeons.

So that's why it matters.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **DaPatman** on **November 16, 2009, 06:06:10 pm**

They have no internal organs and [SEVERONBREAKS]. Bludgeoning damage (i.e. hammers and maces) is therefore the way to go.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 16, 2009, 06:16:32 pm**

downloading

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 16, 2009, 06:57:59 pm**

Nice, Nil will get an another taste of his medicine ^^

Actually hammer or mace is way to go, hammer because some marskdwarf have skill in this. I don't know but I have read somewhere that axes and sword are not a so good weapon again them...

And a reason to not use spear and sword, they will probably stuck in the treant, and a wrestle is not a good thing again a giant llike tree enemy ::)

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Frogwarrior** on **November 16, 2009, 08:36:41 pm**

Thanks, Architect. Do you know anything about the mechanism behind criticals (i.e. when they happen and what they do, exactly)? Also, by "break bones," I assume the part turns yellow (at least)? Would causing the limb to go into the yellow also cause it to fall off with the [SEVERONBREAKS] tag? That was my guess, at least - I've never ever fought a bronze colossus, in fact, I only just recently had my first-ever megabeast. (A dragon showed up to my 3.5-year-old Cat Splosion 1.1 test fort... and right into my cage traps. I now have it sitting in front of my gate with a "Release Dragon" lever in my dining room ^^)

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **AlienChickenPie** on **November 17, 2009, 12:54:00 am**

Quote from: The Architect on November 16, 2009, 06:01:47 pm

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So that's why it matters.

The turn is a 24 hour period, padded by an automatic 3 hour extension. You may play any portion of that period and receive another extension if necessary. Unless my concept of American time zones is very wrong, Americans get to start, say, Tuesday's turn, on Monday afternoon to Moneday evening. That means they can play Monday afternoon, Monday evening, Monday night, Tuesday morning and Tuesday afternoon. That leaves all the options if you make sure to adjust for your timezone, and ask for Wednesday if you want to play Tuesday night.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 17, 2009, 01:30:15 am**

Jesus, what have you people been doing with the place? The water generator has been completely destroyed. Someone replaced my secondary entrance with one that's closer to the main entrances (which is bad because it makes it harder to juggle invaders between them) and completely undefended; it leads right to where the seige operators would be if they existed and had something to shoot. Worst of all, the 'factory' over by the magma vent is littered with openings that give enemies access to the main fortress; now I have to savescum again because most of the military just went over one by one to challenge the half-dozen treants lounging there. I didn't think they'd be a problem because I couldn't see the openings because all this ice looks the same &^&*%

After I take finish off these bastards I'm putting up a *shitload* of traps and spikes, no more mr. self-handicaping dwarf

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **ajar** on **November 17, 2009, 02:40:29 am**

Yeah, trapgear is the right direction!

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 17, 2009, 03:01:25 am**

Found one way to save injured dwarves from dying of thirst on this map--destroy all the beds. Not being able to rest will probably slow down their healing, but better crippled than dead.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Lord Shonus** on **November 17, 2009, 03:42:06 am**

We're *still* out of ballista ammo?

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Danarca** on **November 17, 2009, 04:56:50 am**

By the way, can we have another map upload to the DFMA? :p

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **James.Denholm** on **November 17, 2009, 05:02:21 am**

You know, there's a way to get a working drop-trap for the ents. Simply have a middle bridge connected to two bits of land, each of which are only supported by those retractable supports. Use more bridges or something to allow the ents to walk onto your long, main bridge, retract the extra bridges, retract the supports, and done! Dropped ents.

In fact, you wouldn't even need the middle bit to be a bridge - You could just use a floor or something.

tl;dr? Collapsing & "Cave Ins" > Bridge Drop Traps.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 17, 2009, 07:00:02 am**

Yes, you can do it multiple ways with cave-ins, and I wrote a whole post on that before realizing how overcomplicated and relatively useless it is. Then I promptly realized no one would want to read it, and deleted it.

No point in forcing a drop trap that will be almost useless anyway compared to just about anything else we can use.

As far as the time zone goes it would have been better if I had actually known what time my turn started. When I asked for a turn Sunday I wanted a turn Sunday, not Saturday afternoon. I didn't bother to go back and review the time zone we were using. By the time I got on and asked when my turn would start, I was already out of time to play. Next time I'll ask for a turn the day after the one I want to play.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **darkflagrance** on **November 17, 2009, 07:27:51 am**

Quote from: The Architect on November 17, 2009, 07:00:02 am
Yes, you can do it multiple ways with cave-ins, and I wrote a whole post on that before realizing how overcomplicated and relatively useless it is. Then I promptly realized no one would want to read it, and deleted it.

I would have read it.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 17, 2009, 10:32:13 am**

Here's the save. (<http://dffd.wimbli.com/file.php?id=1603>)

- Killed most of the treants seige. The remainder is trapped in the above-ground portions of the ruined old water factory
- Had several goblin ambush(all led by ogres), one human ambush, one kobold ambush
- Added more fortifications, a bunch of traps, and added onto the spikes
- Tried to train larger army, mostly only managed to replace killed marksdwarves
- Built tower to attract migrants, could be used for noble rooms later

Didn't do a ton, really, but at least the fort is a bit more secure. Note that there's no water; right now we've got a lot of walking wounded (both axedwarves and most of the trained marksdwarves) if you build a bed they'll rest in it until they die of thirst. Otherwise, though, they don't rest and just drink alcohol.

Map here (<http://mkv25.net/dfma/poi-19798-tradedepot>). POIs and pictures up later

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **darkflagrance** on **November 17, 2009, 11:37:30 am**

Quote from: nil on November 17, 2009, 10:32:13 am
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Map here (<http://mkv25.net/dfma/poi-19798-tradedepot>). POIs and pictures up later

Do dwarves heal without beds? (I'm 70% sure they do). If I'm wrong, then would it work to build a bed, let a dwarf rest in it for a while, and then deconstruct the bed to wake him up (although I once tried this with a wounded dwarf and I think he started refusing to fall asleep but he was killed in the tantrum spiral before I could confirm)?

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 17, 2009, 11:51:18 am**

Quote from: darkflagrance on November 17, 2009, 11:37:30 am
If I'm wrong, then would it work to build a bed, let a dwarf rest in it for a while, and then deconstruct the bed to wake him up (although I once tried this with a wounded dwarf and I think he started refusing to fall asleep but he was killed in the tantrum spiral before I could confirm)?

Yeah, I did this a couple times.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Danarca** on **November 17, 2009, 12:19:18 pm**

.....
This must be the most retarded fort layout **ever**
The place should be purged with magma and HFS.

I salute you all for a job well done.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 17, 2009, 12:41:52 pm**

Actually your secondary entrance was quit a trash, sorry, but enemy came from all over, so it would have make it to easy for some werewolf to came right in the back of your defence and kick your ass...

The new one it's not so super but the goal is to make the enemy going somewhere when you reset the drop trap, right?

Congrat. for making this fortress survive. Actually a new water machine is needed, and a machine that would work... The first one was, you know, hastily make ^^

For purging everything with magma, forgot about it, you would kill half the fortress with a single little error ;) That prove that surface fortress are crap.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **AlienChickenPie** on **November 17, 2009, 01:06:13 pm**

It's not hard to keep a surface fortress safe, it just requires a degree of planning and competence that's problematic for a succession fort. Traps that are undocumented can end up letting people in, and so can unfinished areas. The state of the water factory is probably a major oversight that went unnoticed. Building it without a wall and a gate (or no gate and entry only through the main compound) was a disaster waiting to happen.
If I were to start the fort again, I'd require more planning and make sure the fortress has a proper city wall enclosing the current buildings as well as some empty land.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Maggarg - Eater of chicke** on **November 17, 2009, 02:09:28 pm**

I've followed all the sparkgears, and I think they represent DF in it's purest, maddest form. A frantic mess of monsters, magma and mandates. And huge mausoleums, of course.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 17, 2009, 03:22:58 pm**

Quote from: AlienChickenPie on November 17, 2009, 01:06:13 pm

It's not hard to keep a surface fortress safe, it just requires a degree of planning and competence that's problematic for a succession fort. Traps that are undocumented can end up letting people in, and so can unfinished areas. The state of the water factory is probably a major oversight that went unnoticed. Building it without a wall and a gate (or no gate and entry only through the main compound) was a disaster waiting to happen.
If I were to start the fort again, I'd require more planning and make sure the fortress has a proper city wall enclosing the current buildings as well as some empty land.

Wait, what is this? Who suggested we demand a standard format and clear planning? Weren't you the one who shot that idea down? I can't believe my eyes. Are you recanting? Do I get to say I told you so?

;D

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **AlienChickenPie** on **November 17, 2009, 04:35:35 pm**

Quote from: The Architect on November 17, 2009, 03:22:58 pm

Quote from: AlienChickenPie on November 17, 2009, 01:06:13 pm

It's not hard to keep a surface fortress safe, it just requires a degree of planning and competence that's problematic for a succession fort. Traps that are undocumented can end up letting people in, and so can unfinished areas. The state of the water factory is probably a major oversight that went unnoticed. Building it without a wall and a gate (or no gate and entry only through the main compound) was a disaster waiting to happen.
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;D

To be perfectly honest, this has been an exercise in putting up rules to a degree where people are still capable of following them and still want to play. If you overengineer Sparkgear, it loses the point.
There should be a surface succession fortress with a stricter building code, though. I may start one after this SG is done.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Maggarg - Eater of chicke** on **November 17, 2009, 04:44:51 pm**

Just looked at the maps. I conclude that sparkgear is actually worse than Halltraded 305, which was a disaster. I don't know how you survive, although it makes a hell of a read.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 17, 2009, 05:08:39 pm**

Actually, this only add difficulty, invite new player and you'll do the same :D Doing outside trap its not so hard, it's just way more long, and there, we don't have time :p

Good question, how do we survive, a dose of chance I think.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Danarca** on **November 17, 2009, 05:14:48 pm**

And many, many, **many** savescums.....

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Heron TSG** on **November 17, 2009, 09:03:00 pm**

Well, SOME of us savescum.

I'm going to go work on the mod for the next SparkGear. (I'm running it, FYI!)

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Frogwarrior** on **November 17, 2009, 09:06:07 pm**

So how DOES one get water to wounded dwarves on an above-ground freezing map? Is it even possible?

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Akigagak** on **November 17, 2009, 09:08:00 pm**

There was a working water machine/

Was.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 17, 2009, 09:18:02 pm**

Pictures!

Fun fighting treants:
[Spoiler](#) (click to show/hide)



Acacia Treant Wrestler

Obsidian short sword, Stuck in Head
-Obsidian short sword-, Stuck in Upper trunk
({-Steel pick-}), Stuck in Head

Migrants hide in a cave while the sworddwarves wrap up the siege
[Spoiler](#) (click to show/hide)



3d:
[Spoiler \(click to show/hide\)](#)



3d:
[Spoiler \(click to show/hide\)](#)



Also, I put some POIs up.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 17, 2009, 09:21:48 pm**

Quote from: Akigagak on November 17, 2009, 09:08:00 pm

There was a working water machine/
Was.

Dear God, how many times must it be pointed out that you need to HEAT THE PATH TO THE DWARVES AND THEIR SLEEPING
QUARTERS???

It doesn't matter if you have water or not if you don't do that. That should answer the question above, too.

As far as the map goes... cute. Very cute. It looks like a little town, almost. A cultist town run with an iron fist by a fascist elite worshipping the Seal God, but a little town nonetheless.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Lord Shonus** on **November 17, 2009, 09:27:31 pm**

Gonna have to pass on my turn. I'm under the weather.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 17, 2009, 10:21:35 pm**

Well that means we're open for the next 48 hours, anyone wanna take a crack at it? (looking at you, architect)

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Frogwarrior** on **November 17, 2009, 10:28:59 pm**

Wait, treants don't have [NOSTUCKINS]?
Harsh.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 17, 2009, 11:25:48 pm**

I guess it makes sense that you can get your sword stuck in the wood. But it doesn't really make sense that you are doing significant damage to treants with swords, so let's just not analyze this from a "realistic" point of view. As far as realism can come into play when talking about walking trees, of course.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Zifnab** on **November 18, 2009, 12:44:43 am**

I've got 8 hours free later today (actually tomorrow for me). I'll try my hand at running it. Though I won't be able to get to it until 8 am Mountain time, so if anyone wants until then....

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **AlienChickenPie** on **November 18, 2009, 12:48:07 am**

It's hard to talk about realistic or not when we don't even know what the innards of a treant are made of. Unless you imagine treants to be something like a bare skeleton or an articulated wooden doll, they're likely to have some manner of sensitive innards beneath the tough bark. A sword could cut through the bark and harm the muscle analogues inside, possibly even cutting up enough of the bark to cause the limb to detach.

Fantasy biology aside, would you like to play today, Architect? There are about 16 hours remaining in the turn.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 18, 2009, 03:33:06 am**

Well thanks, but I'm supposed to be asleep. I won't be done with class until 2pm CST tomorrow, which is 3 hours before the turn ends.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 18, 2009, 12:53:27 pm**

Zifnab will got a hand on it, so well, will probably try myself at Sunday when it'll open ^^

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **AlienChickenPie** on **November 18, 2009, 02:24:08 pm**

Thursday's turn starts in two and a half hours, and nobody signed up for it.
Any takers?

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Danarca** on **November 18, 2009, 02:52:02 pm**

...
I got the time for it, but I don't dare touching that thing.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Servu** on **November 18, 2009, 03:05:01 pm**

Aw shit. I was thinking of doing an another turn, but it seems that damn 'real life' (as old timers call it) is getting in my way.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **AlienChickenPie** on **November 18, 2009, 03:26:38 pm**

Cowards, the lot of you. If nobody picks this up, I'll play the end of Thursday's turn.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Zifnab** on **November 18, 2009, 03:59:25 pm**

Turns change over at 2200 GMT, right? Isn't there still 3 hours left?

So far I've had a couple of human ambushes, some giant snatchers and thieves. The gnome caravan and one of the ambushes killed each other. I've been working on fortifying the main entrance, building up the walls, adding more traps, etc. The treant invaders are still trapped inside the water factory.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **AlienChickenPie** on **November 18, 2009, 04:24:04 pm**

Switchover's in 35 minutes or so. You are free to play until Friday, that is 24 hours and 35 minutes from now.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 18, 2009, 04:54:26 pm**

I have miss something, do we have actually someone on Thursday? If not, I could start in 7 minutes. If someone is taking, bah, I will have an happy time reading the report :D

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **abculatter_2** on **November 18, 2009, 05:17:57 pm**

Is the turn for thursday taken? If not I'll play.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 18, 2009, 05:22:41 pm**

Need the save first, read the post, lol, if not you'll probably crash the fortress ;)

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **abculatter_2** on **November 18, 2009, 05:27:32 pm**

<http://www.bay12games.com/forum/index.php?topic=44123.msg872896#msg872896>

This post has the last save, right? Just to make sure.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 18, 2009, 05:38:36 pm**

Actually I was waiting to know if Zifnab was playing Wednesday turn before starting Thursday, if you want it, I'll let you get it. But wait to know, he have 2:30h left because of the extension ;)

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Zifnab** on **November 18, 2009, 06:02:28 pm**

I'll be done and uploading in about 10 min.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 18, 2009, 06:05:55 pm**

So you are doing what abculatter? You take it or I have to do the dirty work myself ;D

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Zifnab** on **November 18, 2009, 06:20:03 pm**

<http://dffd.wimbli.com/file.php?id=1609> (<http://dffd.wimbli.com/file.php?id=1609>)

- I left the treants alone. They are still trapped in the above-ground portions of the ruined old water factory
-Had two goblin ambushes, one led by an ogre, three human ambushes
Lost one metalsmith to goblins when they spawned on top of him whil putting in a trap.
-Added more fortifications to the main entrance, including an alternate, windy path, a few weapons traps, and a taller wall/archers tower.
Continued to train army. We now have a few hammerdwarves and more marksdwarves.

Pretty much all of the following from Nil still applies:

Note that there's no water; right now we've got a lot of walking wounded (both axedwarves and most of the trained marksdwarves) if you build a bed they'll rest in it until they die of thirst. Otherwise, though, they don't rest and just drink alcohol.

I still have some weapons traps being installed. All I ask is that whoever goes next lets them finish.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 18, 2009, 06:29:07 pm**

Will get an eye on that. If you are clear, we have 3 "main" way to enter the fort. We are starting being unconstructive, anyways, the drop trap is functional.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 18, 2009, 06:41:43 pm**

I am ready to take this turn, and will begin playing in 21 minutes if no one else claims it. I believe I would have the right to do so. I can promise a working, easy-to-use water factory, and a heated sleeping area for all dwarves.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 18, 2009, 06:51:09 pm**

Hehehe, actually by the rule I have the turn, but I'm willing to lets abculatter pass, you are thirdd on the list, so...

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Zifnab** on **November 18, 2009, 06:57:27 pm**

There are still only two main entrances. The drop trap entrance has been modified so that it has either a short path or a long path that winds back and forth in front of the north wall. The long path has fortifications overlooking the path. There is a lever in the dining room area that closes off the short path, but leaves the long path open.



The short path goes straight north from the entrance, down a level, and through a set of back to back bridges (so when they are up they can't get destroyed). The long path twists around to the right.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 18, 2009, 07:09:17 pm**

No one has claimed the turn. I don't see how you would have a right to it? I was only saying that I couldn't do my turn, so I'm due for one in a way.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 18, 2009, 07:18:26 pm**

Quote from: sir labreck on November 18, 2009, 06:05:55 pm
So you are doing what abculatter? You take it or I have to do the dirty work myself ;D

Go with it if actually you don't have play Monday, it's fairness for me, everyone have a chance to destroy the fortress, eh?
The rule for the turn is first to reclaim, first to got it... And I could have got the Thursday for, ho say, Monday ;) So do it, I'll get Sunday (I'll kill everyone who could think about take it 8)). After that a noob could crash the fortress for interesting stuff ::) Saturday turn and Sunday turn would only be redressing thing ^^

Zifnab, it's exactly what I've said, you have make thing harder for yourself ;) We have a secondary path, no one think about develop it, call the death corridor :) We have a lever who could retract the bridge to the drop trap, and an another to open the death corridor. It'll have been simple to just put your weapon trap in the death corridor ::) Or I really don't understand what you are saying and I will get a look.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Zifnab** on **November 18, 2009, 07:35:26 pm**

I mostly put it in so that the marksdwarves can actually earn their keep. If you have 4-6 marksdwarves stationed above, the weaker enemies don't even make it to the drop trap. The weapon traps are just a bonus, and a way to get rid of all of the crap weapons that the enemies have left behind.

The other reason I put it in is because two dwarves that were on break decided the drop trap was a nice spot to stand.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 18, 2009, 07:46:46 pm**

I have see it, not bad, but that start to be complex lol, first new someone would not understand and we will have 80 werewolf killing dwarf everywhere :D Architect, you should seriously think to get the death corridor complete, the channel were to get a little drop trap (put cage on -1z under it ;) Some enemy for training will be a great thing ^^). And got ammunition for the balista. Farewell :)

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 18, 2009, 07:50:13 pm**

ALIIIIIIright time to take my first first-hand look at this thing! Will let you know what I think.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Danarca** on **November 18, 2009, 09:13:36 pm**

I don't think he'll return from the madness-indused coma :(what a brave man!

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 18, 2009, 11:13:24 pm**

mmmm swordsmasters, launching enemies 60 tiles to where they explode...

Wait, what? Oh yea, I'll get to that. Imminently... (begins downloading file).

At least I've finished my homework.

...waiting... plays a little on other game...

.....

It's here! Now time to go get your mod package from the earlier post, and wait through another download...

After another hour of waiting for the wiki to work, I realize there's a forum thread. Duh? Yea, duh. Oh well. Downloading that...

So, after goofin off with that for about 20 minutes, punctuated by many Family Guy distractions, I am ready to play, and... OH GOD!

No, really, it's horrible. Are you ALL mentally retarded? Well, I suppose it only takes one or two, but STILL... What the HELL man? Who on earth does everything by channeling? Talk about mad shortcuts. Of all the things you could do, channeling like nuts destroys a succession game like nothing else can. It's a terrible half-ass shortcut to take when you are making an above-ground fort or trap.

Anyway, I'll come back with a summary of my first season.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 18, 2009, 11:21:27 pm**

Request permission to shut the fort completely for 2 seasons so that I can clean it up. At the least, the masses of gadgets serving no purpose need to be removed.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **AlienChickenPie** on **November 19, 2009, 03:21:23 am**

Why do you need to close the fortress down? The military stays at the entrances to defend it, while the laborers clean stuff up. If you feel like you absolutely must close down the fortress, then do it. There are two conditions though- There must be no trace of the closing (no treants queued up outside the still-closed gate or stuff like that) and there must be noticable improvements in the fort.

As for the channeling, I agree with you. It turned out worse than I hoped and ended up turning SGVII into a convoluted and chaotic behemoth.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 19, 2009, 03:41:36 am**

Quote from: AlienChickenPie on November 19, 2009, 03:21:23 am

As for the channeling, I agree with you. It turned out **better** than I hoped and ended up turning SGVII into a convoluted and chaotic behemoth.

fixed

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 19, 2009, 06:05:58 am**

Quote from: nil on November 19, 2009, 03:41:36 am

Quote from: AlienChickenPie on November 19, 2009, 03:21:23 am

As for the channeling, I agree with you. It turned out **better** than I hoped and ended up turning SGVII into a convoluted and chaotic behemoth.

fixed

Hardly. I don't know how bad it was before, but it's a shithole right now. It is somewhere around 1000 tiles to get from any one point in the fort to another, and with no reason at all. It is almost as though it were INTENTIONALLY pathed badly. Did someone do this on purpose? Really, I mean it, it looks like at least one player had a mind to make the fort as complicated as possible. The reason I asked permission to close the fort is that I can hardly even tell where the entrances are supposed to be! The whole fort is a one-tile-wide, excruciatingly long nightmare with the entrance to the forges pathed through the major's bedroom, etc. It's just stupid.

At least one of the players here is having a real laugh at all of you as he reads about your troubles, which he did his best to exasperate. That's my analysis. More tomorrow, and you can probably bet I'll be claiming that extension. I was waiting for permission to close the gates and focus on remodeling before I was willing to touch the thing. Really, you do have at least one saboteur among you. Someone who WANTS the chaos (don't we all?) but isn't willing to just let it happen. They did their best to create it. Bet on it.

I find forcing challenge on a fort through such sabotage to be on the same level as sending out a computer virus. Don't enough fun things happen without someone out there ruining the real fun with crap like making the designs as bad as they can? It is because of this that we never get to the fun seen in games like Boatmurdered; everyone is just cleaning up the mess that appears to have been intentionally made by others. I really think people who play like that ruin the real fun. We never will get to anything good like role-reporting, descriptions of awesome daily events, or anything of the kind because someone doesn't know how to let Fun happen, they have to try to force it and kill the real stuff.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 19, 2009, 06:24:37 am**

That's how every Sparkgear looks. Compared with any other succession game you have way more people playing way more turns, so naturally it's gonna have a patchwork appearance and poor overall design. Personally I think it's part of their charm, gives them a much more organic feel (the occasional impossibly proportioned megaproject notwithstanding). I **definitely** don't think anyone made purposefully bad designs, unless you could ignoring important stuff in favor of building a vanity project.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 19, 2009, 07:13:50 am**

No, I mean the pathing for some areas is bad in a way that could only be intentional. Some of the rest of it just looks like idiocy.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 19, 2009, 07:28:12 am**

Quote from: The Architect on November 19, 2009, 07:13:50 am

No, I mean the pathing for some areas is bad in a way that could only be intentional. Some of the rest of it just looks like idiocy.

...like where?

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **AlienChickenPie** on **November 19, 2009, 08:18:18 am**

The pathing is bad because there is very little planning. When people want a new building, they just stick it where there's some empty space. There are no attempts to create streets or decent hallways, it's just a bunch of buildings plastered together to fill space. Something as simple as a grid could eliminate many of the problems while still giving people creative freedom.

As for sabotage, I agree with Architect in the sense that I see these things as really frustrating. However, blaming someone for sabotage is hasty. People pathing through the mayor's office could just as easily be the result of the fact that a diagonal path through the office would be shorter than going along two of its sides, and things like smoothing orders for every available surface or a mess of production orders, can be the result of a player's weird preferences. Most of these issues can be eliminated by reuiring that players give their orders a little at a time, instead of clogging up the queue.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **ajar** on **November 19, 2009, 09:53:10 am**

Make plans and then go by the plans.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Danarca** on **November 19, 2009, 10:05:28 am**

Quote from: ajar on November 19, 2009, 09:53:10 am

Make plans and then go by the plans.

This is Sparkgear, there are no plans.
Sorry =/

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Bloogonis** on **November 19, 2009, 10:20:38 am**

so no one finished the last 5 statues for the tower? oh well.

The problem with the fluid growth that spark gear has, is that eventually you have someone who starts their turn not knowing what they want to do and starting several projects and not completing them, or gets everyone killed leaving the next set of 3 to 4 players with cleanup. God forbid one of those 4 has a short attention span and decides it would be funny to tear down everything instead of making things work better.

I suggest that Seal release his mod before SG8 so people can practice.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 19, 2009, 11:25:34 am**

Welcome to SG should suffice you ;)

It's a mess, for the patching, nothing was so wrong in my turn, yeah the thing to the forge should be better, but we need magma to get new forge up at the fortress it self... I have dig up in some natural thing to shortened the patch to some place.

I have put channel at some place to make the retractable bridge, don't really want an idiot [destroybuilding] (or something like that) destroying our bridge and put our defence on his knee. The new labyrinth system is useless in regard that we already have enough thing to kill...

To shut up the bridge, you have two lever in the north of the principal hall, they are isolate from the main cluster of lever for this purpose. Turn off the skyway and the death corridor should be close also... With that, you are free to purge this mess :)

Anyways, good luck, this fortress is for foul not for intelligent guy ::) ;D

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Maggarg - Eater of chicke** on **November 19, 2009, 12:32:18 pm**

Surely most of the fin is gained from trying to fix all the stupidity. That's what I try to do with forts anyway.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Frogwarrior** on **November 19, 2009, 01:07:13 pm**

Which is why I thought it would be awesome if there was a succession game where every time your dorf went to get a drink, you went to get a drink too, so as your turn went you'd get more soused and thus more awesome. :P

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Squirrelloid** on **November 19, 2009, 01:55:48 pm**

I have to agree with The Architect. The hallways are too narrow, the fortress defense is poorly thought out, and the water generator isn't working. All of these look like intentional sabotage. I mean, anyone playing this should be able to build and defend a fort in the normal game - something this fortress absolutely failed at when i started my turn (and was capable of doing by the time I was done - however horribly convoluted that defense was). But this is Relentless Assault - defenses capable of handling goblins are insufficient, and we didn't even have those.

Fortunately, magma solves everything. I am utterly shocked that I'm the first person who started a magma piping project.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Akigagak** on **November 19, 2009, 02:03:52 pm**

Some of those things are harder for above ground forts, such as defense. Most people don't do above ground forts (I do, I love them), and the challenges are different when compared to underground forts.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 19, 2009, 02:04:53 pm**

Agree with you, but this is not sabotage, the water machine; Make hastily at first, the need at this time wasn't really the same and no one have get a new one up. For the corridor, everyone was busy crashing(because of inexperience) the fort or fix it, so...

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 19, 2009, 02:35:46 pm**

for the life of me I can't even figure out what corridors people are talking about. the ones inside the workshop area? those don't have enough traffic to need more space. the alleys between buildings don't get much either, and while the walkway to the forges is narrow, it's clearly not maliciously so and it would be easy to expand. most of the traffic goes through the courtyardy area just northeast of the depot where there's plenty of room. there's some nasty bottlenecks around some of the doors and the food area could be more accessible, but otherwise I feel like I'm missing something here...

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 19, 2009, 05:02:32 pm**

You just have terrible standards, in that case. The reason the forge path is lightly used is that it takes about 3 minutes real time for a dwarf to get there (among other things). In my opinion you're just not seeing the reality. A fortress should never get this bad, succession or not.

Anyway, starting my turn in earnest now. I'll spend four hours cleaning up and see what we get. I'll upload a save at that point, and if no one begins playing it immediately I'll continue and upload another at the end of the year.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 19, 2009, 05:17:51 pm**

My turn:

Any levers without notes are getting scrapped. Period. I'm sorry if they are part of your pet project, but you violated the guidelines in the first place by not labeling them. In cases where it is remotely possible to do so I will figure out what they do and label them myself. All levers go in a central location, and all have a (N)ote, as per the rules. If not, they're being scrapped.

The garbage is going to be cleaned up. We don't need magma to do this, just a dedicated smasher.

The pathing is going to be cleaned up, along with the arrangement of the fort. This may empty, topple or scar some buildings, but that's just the way it is.

The magma arrangement, including a proper water generator and accessible forging area, will be fixed. Hopefully I can do this without adding to the big confusing complex of useless magma vaults. In fact, if I can, I'm going to begin evaporating those vaults so they can be removed as part of the cleanup project. We have a pipe, so those useless remnants of the ill-conceived and uncared-for water generators should be removed to reduce the general map clutter. Yes, I said ill-conceived. It was terrible. The designs were extremely, unnecessarily complicated, and it didn't work. Working by definition requiring that you could *do something* with the water created.

The new generator will be a 2 z-level vault for magma, with a stone roof acting as the floor of the water/ice reservoir overhead. The bottom z-level will be full, the second will have permanently floating 1's of magma. The water will flow along a heated path to a heated reservoir, and will never require any maintenance. If there is time, a heated barracks will be constructed as well.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 19, 2009, 05:58:19 pm**

Quote from: The Architect on November 19, 2009, 05:02:32 pm

You just have terrible standards, in that case. The reason the forge path is lightly used is that it takes about 3 minutes real time for a dwarf to get there (among other things). In my opinion you're just not seeing the reality. A fortress should never get this bad, succession or not.

The forge path is a direct route..? Regardless, looking forward to seeing your save so I can figure out what the hell you're talking about.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 19, 2009, 06:46:44 pm**

It is hard to respond to that. You're just seeing what you want to see. The forge path is a one-tile-wide skyway requiring a long walk through very strange paths. Call it direct if you want, at the very least it's dangerous and more than that impossible to understand. Like I said: someone is making things complicated for the sake of making them complicated. It's better not to eff the fort up intentionally like that, so that you leave enough time for people to do more than clean up messes.

It's a lot more fun to hear about epic sieges and normal DF events in good writing than to manufacture trouble.

Well, pathing issues are about 50% fixed, and it's time to take a break from Sparkgear. I have yet to violate the open fortress rule, but there's been no need. I will do so if the need arises in order to focus on the urban improvements.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 19, 2009, 06:50:35 pm**

The Architect is just complaining because now he see what is a normal fortress lol!

Good thing what you are saying, and the next player would have all the leisure to crash it xD!

Just a comment, I seriously think, if everything go smooth, I'll start the construction of a castle to lodge noble and a part of the military, just a question, if nothing vital is there (noble and weapon lying around is not essential in my mine) could it be close in siege? We let's the main fortress open and have the castle there, shooting some bolt and balista arrow and get a drowning machine to get ride of useless noble :) I don't think it will be out of the rule, it's?

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 19, 2009, 06:59:36 pm**

That's a good question. It's not like the open fortress rule really adds much of a challenge if you have half a brain anyway: just construct some well-positioned marksdwarf posts and even 100 orcs won't get by a couple of elite marksdwarfs (with bolts made from previous sieges' melted armor). Believe me, I just did it. The massacre was disappointing; I didn't even get to try out any of my traps because a couple of badass elite marksdwarves went to town on the orcs so badly they never reached the gate.

If you leave room for people to be creative, and just keep things relatively structured, the fun will happen on its own. You just need some creative players to join in your game.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 19, 2009, 07:49:51 pm**

Quote from: The Architect on November 19, 2009, 06:46:44 pm

Like I said: someone is making things complicated for the sake of making them complicated. It's better not to eff the fort up intentionally like that, so that you leave enough time for people to do more than clean up messes.

Call me delusional if you want, but I've played every Sparkgear except the first and I'm telling you, they all end up like this. Like in Sparkgear 3 where, for at least a week, the main entrance was a one-tile tunnel leading to a barely used stockpile. Or 4, where there were two fully functional metalworking areas, the second built by a guy who couldn't find the first. Or 5, when the fortress nearly fell to orcs because a newbie broke the drowning trap while trying to drain it, which was further complicated by the fact that the entire metalworks could only be reached via a branch of the entrance tunnel.

Furthermore, I've downloaded pretty much every save in this thread (mostly because I was planning on making an animated gif with 3d pictures, sadly couldn't get it to work right). I have a pretty good feel for who built what and why... and I'm telling you, while we definitely had some newbies and vanity projects, most everything everyone did was reasonable at the time. Except for when sir labreck moved the secondary entrance ;D

Now if you wanna talk about how shitty stuff is that's a whole separate issue. There's all kinds of features here that are just terrible--but that doesn't mean they were made that way on purpose. That walkway to the forges is a great example. I built it on my first turn because at the time the only access to the vent was underground, which I saw as a rule infraction. But most of my labor was tied up in adding to the dormitories, building the drop trap, and building an office tower, so I went with a one-tile path between the forges and the part of the main fortress closest to them. Bridges might have been quicker, but wouldn't have provided support to any effort to widen or protect the path. At the time, it was perfectly sufficient--it only became otherwise when the fort outgrew it and someone walled off the original underground path. Most of the Waxfountain's shortcomings have a similar backstory.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 19, 2009, 07:53:18 pm**

Spring:
All dwarves are properly assigned to jobs, and given descriptive job names. For the sake of the fort not becoming hopelessly bogged down in backed up jobs again, please don't re-enable all hauling jobs on every single dwarf and give a ton of inexperienced morons masonry, stone detailing, and mechanics again. We have people for that, and they do it well. If you have a bunch of morons holding up your mechanics jobs, they don't get done. On the other hand: a few experienced mechanics will accomplish more in a season than a whole fortress of inexperienced dwarves. Stone detailing is much the same: let your farmers farm, and your stoneworkers smooth. It is faster, more efficient, and less likely to result in a bunch of unplanted plots.

Please don't create 12 planters again. Having a bunch of inexperienced dwarves assigned to every labor in the fort results in multiple problems:
1. The crops weren't being planted, and when little bits of the plots were being planted it was usually by the people who can't farm worth a **** and were wasting the seeds and space.
2. They were also all on masonry and full hauling labors. ?? All you had was a load of backed up hauling labors, no stockpiles, no crops, and convoluted paths making sure that dwarves never got to their jobs before they got hungry, thirsty, or tired.
3. Your real mechanics were bored/idle while the morons spent half a season attaching a single trigger.
4. More obvious problems that shouldn't have to be listed.

Old water factory almost entirely cleaned, clutter reduced. Magma area problems still not resolved, but will be soon. Miners are finishing widening the vital hallways and connecting them, after which point they will undoubtedly get to the assigned digging where the water will go. The location won't be ideal, but the ideal location was destroyed by the failed previous attempts. Their wet earth is now our farming. As of Summer, all planting and processing will take place there. This is in self-defense, as the original fort is so godawfully crammed with piles of every construction and designation available that it's confusing, and obviously useless once you get past the confusion.

On the bright side, props to the designer of the jail! And the tower is very pretty, even without the 3d. As useless as it may also be for killin things :)
Curses on whomever goobered up the drop trap's pit design to make it look pretty in 3d or some ****. Leaving it mostly pretty, but it's all going to serve its purpose properly (which from the looks of this place will be a first)

5th Felsite, Late Spring

Migrants! Coming to this frozen hell-hole... Well, I hope they know it may be their tomb.

Oh, they say they do. OK then.

3 Animal Caretakers, 1 Swordsdwarf, 1 Macedwarf, 2 peasants, 1 bone carver, and 1 glassmaker.

Do we have sand? I didn't see any, nor a glassmaking furnace, but he's determined. Maybe if I give him a pick he could find some rock crystal?

Late Spring, Early Summer:
Now time to work on cleaning up the workshops. I don't see any sign of the open quarry rule having been obeyed either, but I'll find a way to clean it up finally. Smoothing all ice walls so that they are easily distinguishable and people can see what is a wall vs a floor.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 19, 2009, 08:22:52 pm**

It seems that no one mentioned the fact that treants are literally indestructible as far as dwarven combat goes. That would have been helpful information.

Our champions and a couple of hammerdwarves are literally going to die of thirst before they dispatch them. And I can't do anything about it. I can't unrecruit the champions, after all.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Heron TSG** on **November 19, 2009, 08:26:58 pm**

Quote from: [The Architect](#) on November 19, 2009, 06:05:58 am
At least one of the players here is having a real laugh at all of you as he reads about your troubles, which he did his best to exasperate. That's my analysis. More tomorrow, and you can probably bet I'll be claiming that extension. I was waiting for permission to close the gates and focus on remodeling before I was willing to touch the thing. Really, you do have at least one saboteur among you. Someone who WANTS the chaos (don't we all?) but isn't willing to just let it happen. They did their best to create it. Bet on it.

Who would that be?

And if you have been reading the thread, you would KNOW treants are combat gods.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **DaPatman** on **November 19, 2009, 08:29:02 pm**

Quote from: [The Architect](#) on November 19, 2009, 08:22:52 pm
It seems that no one mentioned the fact that treants are literally indestructible as far as dwarven combat goes. That would have been helpful information.
Our champions and a couple of hammerdwarves are literally going to die of thirst before they dispatch them. And I can't do anything about it. I can't unrecruit the champions, after all.

As long as they don't get stuck in the courthouse like they did on my turn you're doing fine.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 19, 2009, 08:46:12 pm**

Quote from: Barbarossa the Seal God on November 19, 2009, 08:26:58 pm
Quote from: The Architect on November 19, 2009, 06:05:58 am
And if you have been reading the thread, you would KNOW treants are combat gods.

Don't be an ass. You know I've been here every step of the way, and no mention was made of treants being that powerful. The only thing we have heard is that you can't send a bunch of untrained, unarmed dwarves at them in a kamakazi rush and hope for success. But that's common sense. Unless you're the Seal God :)

People were suggesting using well-armed dwarves against them, and they were never described. From what I picked up here in the thread they were about like colossi. In fact, they are more like indestructible colossi. 3 champions get tired after just a little while of fighting a single one.

Quote from: DaPatman on November 19, 2009, 08:29:02 pm
As long as they don't get stuck in the courthouse like they did on my turn you're doing fine.

Thanks for the encouragement. They are dead, at the cost of a hammerdwarf, a wounded champion and another wounded hammerdwarf. But this is probably not a good thing as more sieges and ambushes will now come. My season of peace is at an end, and so is my turn (almost). Thanks to the huge backlog of labor, all I have managed to do is lay the groundwork for the next player, unless I can have a few more hours.

Anyone clamoring for their turn *right now*?

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Zifnab** on **November 19, 2009, 08:51:16 pm**

I believe there was black sand by the entrance if you are interested in setting up a glassworks. Also the tower works quite well for killing enemies caught in traps. I sacraficed quite a few goblins and a treant to the blood god.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **DaPatman** on **November 19, 2009, 08:55:44 pm**

Quote from: Zifnab on November 19, 2009, 08:51:16 pm
I believe there was black sand by the entrance if you are interested in setting up a glassworks.

Are you sure? I remember seeing black sand at the north edge of the map, towards the west, but I don't recall seeing any sand any nearer than that. Then again, my turn was two weeks ago.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 19, 2009, 09:13:42 pm**

It was more that I was curious about why we got a glassmaker at all. From the wiki, at least, most immigrants are supposed to be based on the materials/equipment/workshops available.

Still playing, since no one is speaking up. Since we can't get an easy water source, I am trying to collapse some ice before our champions die of thirst.

The catch-22 is that our idiotic miners are so obsessed with "Give Water" that they won't dig it. Of course, only now do I remember that I can turn that off. Back to it...

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 19, 2009, 09:49:39 pm**

Yep, It was foolish to change the secondary entrance Nil, but that was better :) Anyways, I'm a fool :p

Great, some cleaning, why are they actually dying of thirst? If they don't have bed they shouldn't rest, right? Or I miss something... For the treant, actually we were all agreeing in the fact that a couple of hammedwarf champion should get ride of them with some ease, not without lose... But I have a hard time figure out how a leather armoured (steel cap also), chained (legging, gauntlet, helm, high boot, out of steel) and plated dwarf could be so worst about some wrestle. That doesn't make them invincible yeah, but as near as a dwarf could be, only exception, if the armour is made in adamantine ^^ from a legendary lvl 5 armourer, and the leather armour is made by a legendary lvl 5 leather worker, or tanner, don't remember which one if for making leather thing... With a such armour, you actually have reduction of damage near... 99% lol But even with steel you are 20% as near (with no skill from each dwarf who make the armour) in that. Bref...

Hope you'll have time to finish your new water machine and get a warm barrack ;D

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 19, 2009, 10:07:46 pm**

Well, I have two warm barracks (I don't know why, but the singular of barracks is barracks by the way). However the dwarves are taking their sweet time digging the makeshift well and the water generator shafts. On top of that, the dwarven caravan arrived in spring, along with a few ambushes, one led by an ogre swordmaster..

Anyway, one of our champions dispatched the ambush at the gate while the swordmaster beat the everliving shit out of one of those new immigrant soldiers (who was outside for some unknown reason, both being off duty at the time). He has a broken head, left hand, left eye, and left wrist, mangled lower arms, and almost everything else is brown or gray. Miraculously the ogre swordmaster didn't sever anyone's limbs. He could easily have removed one of our champion's limbs and ended the battle promptly, but we got lucky.

As far as champions being able to take out a treant, that's dead wrong. 3 champions with steel weapons could barely even wound the things. It's a matter of [SIZE]. Yes, the champions were almost impervious to the treants' attempts to damage them. But they spent half a season fighting them (no exaggeration, it was almost two months), becoming overexerted and dehydrated, without doing more than severing a couple of limbs and pissing them the f* off. I only dispatched them by sending in the crossbow brigade, some of which predictably attempted to bludgeon the treants and thus sustained wounds.

Fighting treants directly is impossible, except perhaps with adamantine weapons. Dwarves just can't hurt them enough. We were wrong.

Since no one is speaking up, I'm continuing to dig the water generator. I put the barracks over a couple of old magma vaults.

I don't know why the dwarves are trying to give water to the wounded warriors. But I also don't know why the wounded warriors are still laying out there instead of coming in. They are both conscious.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 19, 2009, 10:21:21 pm**

Thanks to my patented instant well technique, we now have water. It technically violates the rules, but it won't be in use for long. Now the water generator construction can move along at the proper speed.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 19, 2009, 11:30:47 pm**

2 champions and a hammerdwarf refused to take water, and died. That includes my dwarf, rest his soul. They wouldn't move without a bed to rest in, so they were dehydrated. Then they wouldn't drink until they reached their beds, and unfortunately I never reached my bed, while the two others died waiting for water to be brought.

Everyone else is comfortably Resting. The maze+marksdwarves combo routed another ambush. The water generator is complete, and being filled with magma as we speak. The principle is sound, but I'm crossing my fingers that none of the DF mechanics go screwy. If you expand it or reroute water or magma: be aware that the magma needs a constructed or rock floor to flow or it will melt, and the water is separated from the magma input with constructed walls for a reason! If obsidian gets in there, the whole thing will be gummed up.

The best thing to do is leave it alone, and just pull the lever when you need some water. Be sure to pull it again or you'll flood the fort with our infinite supply. If anyone feels up to it, we are now capable of obsidian manufacture. It just requires a little water rerouting, but that's a hell of a lot more dwarven than mining for it and ruining our open quarry rule :)

Edit: Oh yea, Migrants are coming in. It's only Despite the Danger now.
Clothier, peasant, craftsdwarf, recruit, woodworker, wrestler/swordsdwarf, mechanic, peasant, child, child, cat.

Nothing we didn't have or needed more of. Except maybe the military.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 19, 2009, 11:37:51 pm**

Grrrrreast ^^ Barracks with a 's' silly in my mind (French have really few exception for plural...). Ok, I understand now, that also silly. If treant were alive, we could have get a target for marksdwarf, they took enormous experience from shooting at enemy, the end will be of like, an all elite marksdwarf army ^^

For the quarry, we have actually one in open air, with a mason workshop at the bottom ;D But anyways, you have do fantastic work in my mind, that change from creative player to get more FUN.

A question, did a dwarf get my nick name? If one have been name, he is probably dead by the luck(search the real sense of that :p) I have ^^ If not, name a swordwarf please ^^ Sad for your own dwarf, but that SG :)

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 20, 2009, 12:11:33 am**

As expected: DF mechanics strike again!

A tile will not be heated by magma if it has a construction on it.

Thus, preconstructing the floodgate (the only way to do it safely) made the transportation of the water somehow impossible. It now freezes when it hits the floodgate square, even though that's directly below the magma heating the rest of the path.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Lord Shonus** on **November 20, 2009, 01:18:25 am**

Less than a dozen bolts will kill a treant, according to my execution experiments.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 20, 2009, 02:27:57 am**

Oh yea, bolts work fine. But any melee is worthless. They just can't do enough damage. Maybe axes if they were mastercrafted steel, but even then it's unlikely. Bolts were the only thing I found to kill em because size doesn't seem to matter to a bolt. The swordsman chopped a few limbs off but losing limbs didn't slow em down at all because they can't be nauseated, feel pain, or bleed.

The water generator works great, and the water is freely accessible as an open well. However it's extremely finicky and any attempts to fool with it are likely to simply result in ice walls. This is because the freezing and melting mechanics are so extremely buggy. If you use it as-is, all you need to do is forbid the door and tip the lever when the water gets too low.

I am going to try to make it into an actual well, but that's unlikely to succeed. I suggest not rerouting the water anywhere or you'll just wind up with a pile of ice. The one possibility is channeling out an area, building another magma reservoir, then routing the magma through the rock to it by repeatedly channeling til all the melted ice is gone and stops forming obsidian. At that point you can channel in beneath the new magma reservoir/river/path and send the water where you want it. If you are lucky you won't have any extra frozen dwarves. You can save yourself a lot of trouble by channeling out the ice first.

The one thing I ask is that no one messes with the original. Don't operate the pump, don't channel out walls, alter the magma flow, anything that changes the actual original. If you can do that the fort should have infinite water. There is a small recovery area with a heated path. This will still not allow dwarves to receive water in the other existing bedrooms; someone else has to work on moving them to a heated area. I'm going to work on forges now but anyone is welcome to take over their turn at any time, just ask for the save.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 20, 2009, 02:53:50 am**

A second look reveals that magma will evaporate when 1/1 even if it's floating on other magma. So operating the pump occasionally is necessary. But very rarely, maybe once a year. You'll need to remove the hatch cover blocking the smoke from the lignite in the magma below in order to pump.

Checklist for future rulers:

1. Centralized training grounds open to the air, so that you always know where your military is and they never become cave adapted.

2. Heated living quarters with a heated path to the wells.

3. Fix the workshops to be more practical/useful.

4. More convenient magma forging/smelting area

I'm done, except for making the water generator well work better.

Edit: No well for the water generator. It blocks the hallway and the water flow. The only option you'd really have would be to channel out the tile to the left, put a grate over it, then build a well over the hole that is there now. I have done what I can reasonably do. Better pathing (needs more complete defensive walls on top to stop stray archers), better farm and plant processing area, permanent easy to use water generator, warm barracks and path.

<http://dffd.wimbli.com/file.php?id=1614> (<http://dffd.wimbli.com/file.php?id=1614>)
Enjoy, <3 "The Architect".

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **AlienChickenPie** on **November 20, 2009, 06:41:53 am**

My turn. Let's examine this thing.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 20, 2009, 07:44:42 am**

Very strange that you had that much trouble with the treants. They are definitely killable with in melee combat, I've done it many times including on my last turn. You're sure they had steel warhammers? What version of the mod are you using?

edit: I think you accidentally uploaded the wrong save, this appears to be what you started with (NOV 20 had the same date as NOV 18).

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Lord Shonus** on **November 20, 2009, 07:51:49 am**

I just checked, and I definatetly killed at least one treant in the slaughterhouse with axedwarves.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 20, 2009, 10:02:31 am**

It's from a long moment that Architect play lol. I think he have download the good save ;)

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **AlienChickenPie** on **November 20, 2009, 11:15:39 am**

Where is the new water factory?

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 20, 2009, 11:18:01 am**

The Architect's hard drive

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **AlienChickenPie** on **November 20, 2009, 11:51:05 am**

[Quote from: nil on November 20, 2009, 11:18:01 am](#)

The Architect's hard drive

So the save I've been playing for the last few hours, the one he posted today, is outdated?
That sucks.

By the way, registrations for next week are open.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 20, 2009, 01:10:57 pm**

The file is fixed. Sorry about that. The link is the same.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **AlienChickenPie** on **November 20, 2009, 01:54:41 pm**

This is insane. Dwarves walk all over the landscape to get to and from the magma pipe area, instead of taking the secure paths. I've been getting ambushes at a rate of about one per minute.
I've got to fix that.

Edit: They do take the shortcut, but the also have a dazzling array of other errands that involve going out of the perimeter and into goblin territory. What the hell are they doing?
Alright, I found the problem. You designated some stuff for dumping outside the fortress limits. Now I have to look for the stuff and undump it.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 20, 2009, 02:28:30 pm**

I take Sunday 22, thank, and good luck with this mess ^^

For the moment, me, I kill elf with humans adventurer ^^

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **AlienChickenPie** on **November 20, 2009, 02:38:32 pm**

Wooden shields, unforbidden and marked for dumping, all over the map. Each dwarf that goes out to carry out the task trips a goblin ambush, gets killed and gets a few more goblins to appear. I have unmarked many shields, but the dump orders keep on coming. If this isn't sabotage, this is an ingenious idea for sabotage.
I don't want to play this save. Saturday's player may choose to continue with this save or revert to an earlier one, both are acceptable options.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **DaPatman** on **November 20, 2009, 02:59:58 pm**

I shall take the 27th. I promise the treants won't get stuck in the courthouse again.

Also, you may as well open up registrations for the 29th and 30th as well. No point opening up registrations for two days four days before the end of the fortress. ;D

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 20, 2009, 03:30:10 pm**

Quote from: AlienChickenPie on November 20, 2009, 02:38:32 pm
Wooden shields, unforbidden and marked for dumping, all over the map. Each dwarf that goes out to carry out the task trips a goblin ambush, gets killed and gets a few more goblins to appear. I have unmarked many shields, but the dump orders keep on coming. If this isn't sabotage, this is an ingenious idea for sabotage.
I don't want to play this save. Saturday's player may choose to continue with this save or revert to an earlier one, both are acceptable options.

Stocks menu, yo

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 20, 2009, 03:42:06 pm**

Quote from: nil on November 20, 2009, 03:30:10 pm
Quote from: AlienChickenPie on November 20, 2009, 02:38:32 pm
Wooden shields, unforbidden and marked for dumping, all over the map. Each dwarf that goes out to carry out the task trips a goblin ambush, gets killed and gets a few more goblins to appear. I have unmarked many shields, but the dump orders keep on coming. If this isn't sabotage, this is an ingenious idea for sabotage.
I don't want to play this save. Saturday's player may choose to continue with this save or revert to an earlier one, both are acceptable options.
Stocks menu, yo

Yea, I was clearing the shit out of the traps. If you are going to leave them with access to items marked for dumping outside the fort and no closer ones, then yes they are going to go out of the fort. When all the shields in the fort are dumped, you unmark them in the stocks menu. It isn't rocket science, it isn't sabotage; it's basic fort maintenance. Be sure you pay attention to the melting orders as well.

I would have used mass-dump designation, but that presents its own problems. If we want to recover anything from the traps (gcs items, metal for melting) then it would be best if it weren't double-hauled (first to the garbage pile then necessarily unforbidden manually and hauled to an armor/weapons stockpile. Now THAT would be a pain!!). Be sure you know how to use a basic atom smasher as well, and don't designate other garbage stockpiles such as the one that dumped it all in the middle of nowhere or the one that carried everything all the way to the magma pipe.

I warned you about the walls overlooking the path. Of course you will need to protect any outside construction going on! I didn't think anyone here needed a basic tutorial on any of this stuff. This is about my fourth week playing, and I've only run 6 forts of my own, but I know at least enough to handle the basics like this.

If you can't handle the stocks menu or manage dumping and melting labor, then by all means revert to another save, losing the heated barracks and water sources, the centralized farming and food storage, the quick pathing, the healthy immigrants, the job assignments and labeling (including all hauling labors fixed, by the way, with no job backlog possible now!), the flawless new water generator, the reclaimed, secured and accessible old water generator building, confusing out-of-place and outdated mechanisms/levers removed, old water generator area/clutter gutted and reworked to a useful area, and put the treants back in the ruined water generator.

The only flaw to my turn was the death of 3 warriors who refused to accept water until they reached a bed (and laid around in the old water generator when there were no beds, where water could not be brought). All that is left is a little hauling labor management and item designation management for the fort to run perfectly smoothly and efficiently, allowing the next rulers to establish a proper economy and build megaprojects to their hearts' content. I even left about 8 people with the job "Unemployed" for them to do with as they wished.

Now for God's sake don't turn on masonry on every dwarf in the fort again for megaprojects (I left about 20 designated masons and stoneworkers, plus the unemployed), don't make 12 planters with all hauling jobs, masonry and mechanics enabled (in fact, just leave the planters the hell alone except to turn on/off refuse hauling to keep em busy and clean things up), and you will be free to do whatever you want with a healthy fort.

Build megaprojects, an economy, architecture, whatever you want, it's all easy to do now with a healthy infrastructure to support you. F* up the infrastructure again through stupidity or not knowing how to manage basic tasks, and you'll be on your own.

Enough with the rant. The fort is totally viable, probably for the first time in its existence, and just because someone doesn't know how to handle the stocks menu they want to revert and cry sabotage. Pitiful.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **AlienChickenPie** on **November 20, 2009, 04:58:07 pm**

Please, no drama. I didn't know about dumping through the stocks menu, so all I saw was a bunch of outside items that could only have been marked for dumping intentionally. The fortress is kept open, so the dumping order sends dwarves out of the fortress to dump the items, and the dwarves that exit the fortress trip an ambush and die almost immediately. This is a frustrating situation, and you'll see how this situation and my lack of experience with the stocks screen lead me to reach a bad conclusion.
The combination of an open fortress and an outside dumping order leads to a lot of damage in the form of ambushes, so it's obvious that the situation couldn't have existed for a long time in your turn, as you'd have noticed and fixed it. This leaves one option- outside dumping orders and an open fortress were combined near the end of your turn. Now, I didn't know about a plan to clean out the traps, so I saw no reason for you to close down the fort. This left me wth one conclusion- the dumping order had been placed just before you saved the game, and this act seemed inconsiderate and hamhanded at best, and malicious at worst. This could only mean sabotage, either in the literal sense or in the sense that you attached to design incompetence in your earlier posts.

Now that I know about your trap cleaning plan, and see your past request to close down the fortress, it's obvious that you had closed down the fortress to clean up the traps, and then opened it up before giving the me save. All of that was done in accordance with the rules and the exceptions I allowed, so you didn't do anything bad. The only thing that irks me about the situation is that I hadn't known about the dumping orders before I started playing, so I could not cancel them before shit started hitting the fan. The damage was caused by the lack of information, and not by malicious intent.
I'm sorry for blaming you for sabotage and suggesting that your save be skipped. Your turn contributed a lot to the fortress, and the dumping order issue can be fixed with a few simple commands, so there really isn't any reason to do that.

Now, to avoid this kind of stuff in the future, players should make sure to note down any standing orders or incomplete construction projects. A few simple sentences could reduce the amount of savescumms and time needed to reach a point where the fortress is under control.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 20, 2009, 05:04:57 pm**

Funny... I learn a little more everyday, like not trying to kill every damn human in a town with 10 bowman ;D Nice to know that we can manage dump order via stock menu. I have probably see it in the past, but never use it...

Ok, so if we have ambush at each 2 minutes, I'll probably need to strengthen up the military a little to make something out in the plain, right? Doesn't seem so difficult, a couple of marskdwarves and swordwarves would just have a big laugh at ambush in the same time that 20 mason get a castle up and running :)

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 20, 2009, 05:08:01 pm**

You're quite right: a better note on the dumping/atomsmashing technique should have been included.

But having read my posts, I'm sure you will remember that I never did close the fort; it turned out to be unnecessary with the defense improvements and military training provided by Squirrelloid and perhaps others. The dumping orders were in place throughout my turn and toward the end, with the plan of course of stopping them once the traps had been cleared. If you want a more manual approach, you can use {d}+{b}+{d} to designate everything on the traps for dumping, then go back through and adjust it. Note that all copper shields below mastercrafted level are also designated for melting, but no mass-designations were made outside of the shields. Once they are done, you should probably move on to armor, footwear, handwear, headwear, etc.

The only "violation" to the original rules would be the temporary hospital below ground near the makeshift well, which can now be removed and replaced in the square marked off by the beds next to the water generator. That also deserved a note.

Another note would be the fixed caravan route. I had to reconstruct part of the death corridor floor to allow the caravans to enter, but the shortest path should still lead over the traps.

Edit: wording/syntax

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **AlienChickenPie** on **November 20, 2009, 05:18:43 pm**

Protecting the haulers while they gather the junk from outside would be very problematic. The junk is scattered all over the map, and the military can't be made to follow the haulers. You'd probably have to send large numbers of soldiers to purge the ambushers first, costing you at least a few well-trained lives. It seems pretty pointless to go through all of that just to get a fraction of the equipment found in the traps and killing zones.

Architect:
If you didn't close the fortress down, then why did you keep all of the shields marked for dumping? How would you have dealt with dwarves marching out of the fortress to pick up those shields?

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Frogwarrior** on **November 20, 2009, 05:57:07 pm**

Dwarves ignore refuse?

Also, I'll be able to start my turn in a couple hours.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 20, 2009, 06:29:29 pm**

1. No one suggested protecting all of the haulers as they collected from outside. I'm talking about the traps, the things that are marked with ^ and have crap piled on them. Scattered random traps that may or may not exist outside not counting, of course.
2. I didn't have a single non-military casualty, and the only deaths were the 1 hammerdwarf from finishing the treants, one recruit who disobeyed and charged the ogre swordmaster, and the 3 idiots who'd rather die of dehydration than get a drink. Knowing how to handle things like working outside is part of the game (notice the walls halfway-built that protect the open corridor --required by the rules-- from archers, which are suspended until the next ruler gets around to building them and protecting the workers). I didn't think we had anyone here too noobish to handle managing haulers and keeping things outside from becoming problematic. If it's really a problem, all you need to do is use the aforementioned command menu to forbid everything outside at once. That's what I would do; you can use shift+direction to move your cursor quickly as well.
3. The stock menu is {z}, then move over to Stocks, then scroll with 2, 8, 4, and 6, and use tab to view individual items and stacks. There is a list of commands at the bottom which should help you further from that point. Anything else problematic?
4. Ambushes will eventually be coming through the front door anyway. You'd better get ready.

Anyway, I suppose learning from each other is a big part of a succession game. But I'm relatively a noob and these are basic things, aren't they?

A major suggestion, and one of the first things I would have done with the proposed above-ground open fort had it been possible and had I taken an early turn: Remove the ramps leading up onto the hill, with a micromanaged miner squad and a strong military squad of protectors. Then channel the hill at the edge of the map until you have only one 3-tile-wide entrance (from the edge on the hill) for caravans, leading to the only path to your Depot and main entrance. Protect this with a tower with fortifications on the 3rd level with an ammo stockpile and trained marksdwarves. That way you won't be dealing with a dead caravan every season. The first indication I had of ambushes was the dwarven caravan and liason charging right into one.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **AlienChickenPie** on **November 20, 2009, 07:24:14 pm**

So you don't want haulers ventuing outside just to dump shields. If you were in a situation where dwarves attempted to do that, you would stop that. If that is the case, then why was I faced with that very thing?
It seems to me like the dwarves spent most of your turn taking care of the stuff clogging the traps, so you handed the turn over assuming things are fine. Some time into my turn, the order, of which I wasn't even aware, went to hell when dwarves ran out of shields located inside the fortress, and had to go outside. Is that how it went?

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 20, 2009, 07:59:03 pm**

From what I have understand, I think the answer is yes. Just dedump everything. Should get rid of the problem, no?

For protecting outside, actually, we should have for a long time get trade road protect with tower only reachable by underground tunnel(-1z to respect the rule). If I have the chance to do my stupid project, it should get a part of the problem solve. You'll have only to post some marksdwarves at it and get the noble drowned at the same time.

Don't consider yourself a noob lol, if you are one, I'm a really, really bad player. I have a lot's of knowledge because I love read, but actually I don't have get adamantine ever I think... Not really a problem in my mind. And I just did every stupid thing with water, pump and waterwheel, like a flooding hall where the invader could actually destroy the flooding machine lol.

So we just have to wait for frogwarrior. He shouldn't scratch too much the fortress and hopefully hand me the save in time :) After that I play, everything continue to go smoothly and the next moron get killed by werewolf he never see. Everyone happy?

PS: Si vous me cherchez je suis déjà dehors!

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Frogwarrior** on **November 20, 2009, 10:45:14 pm**

I assume this (<http://dffd.wimbli.com/file.php?id=1614>) is the correct and current save?

Downloading.

Also, I take it Relentless Assaults 1.1 will work with this?

Right. It works. My goal is to create a large and well-equipped military. Steel armor and weapons, decent mix of marksdwarves, sworddwarves, and hammerdwarves.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 21, 2009, 12:41:18 am**

Just check if they have a full plate armour and decent one for marksdwarfs and you will hand it over to me lol!

The last player really get the military in good position :D Try to secured the map and don't be kill 8)

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Katsuun** on **November 21, 2009, 01:00:16 am**

I'll take Thursday the 26th, if that is ok.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Frogwarrior** on **November 21, 2009, 01:16:06 am**

The military does look pretty strong, and moderately well-equipped, but there's NO WAY we need all 71 of those dwarves in civilian jobs. I'm thinking at least half should be military, equipped in full steel chain/plate.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Frogwarrior** on **November 21, 2009, 03:36:23 am**

So, I've started assessing our metal situation and making up for the areas in which we lack equipment. Also, a hammerdwarf died because he tried to spar without armor. Ouch.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 21, 2009, 03:37:32 am**

Quote from: Frogwarrior on November 21, 2009, 01:16:06 am
The military does look pretty strong, and moderately well-equipped, but there's NO WAY we need all 71 of those dwarves in civilian jobs. I'm thinking at least half should be military, equipped in full steel chain/plate.

If you want the fort to continue to move smoothly:

First, of course, grab the "Unemployed" guys. Not only do they serve no purpose other than general haulers, but they have zero useful skills for moods.

Second, if you don't want megaprojects then use the "Mason/xxxx" green people. The annoying mass of animal caretakers that I stuck on the most popular duties for succession forts so no one would screw with the important tasks like the dedicated planters and mechanics. Otherwise, wait for immigrants to recruit, and at most grab one or two of the least-experienced mechanics (we have so damn many; again thanks to immigration). There are a few other redundant jobs such as "Craftsdwarf"s, but I would hope we don't need more than 20 on military duty so we can assign them to useful labors.

Right now we have a ton of relocating and remodeling that needs to be done, so we need MUCH more labor than we normally might. So to be argumentative I'd say that we do in fact need those 71 dwarves *and more* if we had them, probably for a good two years to fix things.

For an example of a military-minded fort: my fortress of 130 puts out about 5mil in income a year without artifacts (7th year) and there are 29 soldiers. 30 now, because I wanted an even number, and 140 citizens thanks to births. About 20-30 of the dwarves are constantly busy hauling and dumping, and the rest are on productive tasks of one kind or another. It's not a wealth-dedicated fort; as I said I have a ton of military and the rest are generally working on elaborate, unnecessary projects (A fortified skywalk covering caravan routes, etc). If you keep the dwarves safe, wealthy, and busy, the amount of wealth they eventually put out becomes obscene! And you have all of that nice labor to put toward fun projects. If you don't clean up, and dump your "extra" labor in the military, we'll continue to have a huge mess for a fort.

With ~6 of my soldiers on duty, nothing ever gets close to my traps. Which is disappointing in itself: what do I put in the arena if my marksdwarves skewer everything that comes within a half-mile of the entrance? I'm thinking of digging a system that will allow me to close all enemies in once they enter the map so that they can't escape just by sitting out of range, then running when the siege breaks.

I guess the point I'm making is that ~15 dwarves on duty will render even Sparkgear's enemies helpless if you set up your defenses right.

Ouch @ hammerdwarf.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Frogwarrior** on **November 21, 2009, 04:23:48 am**

Yeah, a sworddwarf also got a broken spine. Thankfully, I have now made enough armor for everyone, including the resting wounded, to have steel chain, plate, and greaves.

Goblin ambushes killed a couple dwarves, but nobody who looked important. They were hauling armor or something... A glassmaker got an arrow in the eye and got his head mangled, but managed to live until they left... started crawling to a bed... and collapsed on one of the weapon traps in the Hallway of Death. Ouch!

Also, migrants. Nothing useful
Pump operator
Peasant
Craftdwarf
Farmer
Leatherworker
Peasant
Carpenter
Peasant
and Sworddwarf.

ETA: Just finished winter. We now have a hammer lord! Also, one magma smelter is not enough. I built two more for the mass-production of steel. Also found magnetite. Joy.

Title: Re: Sparkgear Seven - Retarded but Optimistic
Post by: The Architect on November 21, 2009, 05:05:55 am

Quote from: Frogwarrior on November 21, 2009, 04:23:48 am
Goblin ambushes killed a couple dwarves, but nobody who looked important. They were hauling armor or something...
ETA: Just finished winter. We now have a hammer lord! Also, one magma smelter is not enough. I built two more for the mass-production of steel. Also found magnetite. Joy.

It would help if you read the posts and notes:
A. You always need to watch out for what is designated for dumping and hauling; when they are out of nearby things they will start going far and you have to curtail that.
B. The whole magma forging/smelting area needs to be redesigned and relocated.

Title: Re: Sparkgear Seven - Retarded but Optimistic
Post by: Frogwarrior on November 21, 2009, 05:32:00 am

Thankfully, they seem to have run out of things to haul, so my idler count is through the roof. Good thing, since a new season just started. Bad time to have haulers running willy-nilly.

The magma forges in their current incarnation work reasonably well for me, as the ore is rather close by. I'll have to make sure there's coke stored nearby (I think it's stored far away at the moment...) as well as dolomite, but so far I haven't run into much trouble. I'll keep a close eye on it though.

Pretty soon I'll have to sleep for a couple hours (it's 4:30 here), but not for too long.

Title: Re: Sparkgear Seven - Retarded but Optimistic
Post by: Zifnab on November 21, 2009, 10:54:09 am

Does anyone know how perma-burning bins of coal would interact with the glacier? I know on some cold maps, your dwarves can wear burning items safely outdoors (and indeed be safe from freezing to death), but ignite if they come indoors. It would be awfully convenient for well location if the temp was too cold to let water boil off, but the bins melted the ice.

Title: Re: Sparkgear Seven - Retarded but Optimistic
Post by: sir labreck on November 21, 2009, 11:33:56 am

Sad for the two idiots, and nice that you get them fully armoured, do you intend to get them also cap and helm? With gauntlet...

For a the civil part of dwarves, a outside fortress take a lots, making some room it's not just digging a couple of square you need to wall and make the roof, so that take a lots of mason...

Title: Re: Sparkgear Seven - Retarded but Optimistic
Post by: The Architect on November 21, 2009, 12:54:57 pm

Thats why I left something like 20 of them. But if he is going to recruit our civilians, those are the ones we can spare without the infrastructure crumbling.

Title: Re: Sparkgear Seven - Retarded but Optimistic
Post by: Frogwarrior on November 21, 2009, 03:28:12 pm

I would like to get everyone helmets, but likely won't be able to due to not enuff steel. We'll see though. I don't have a lot of time left, and I burnt a lot of it sleeping longer than I planned.

I did have a Sparkgear turn, though. And then we hit 300 population (counting either animals or dead) and thus platinum weapons qualified for a 1-9 damage bonus. Don't ask.

It really helped that I ordered all the wounded dwarves to be temporarily stripped of their armor. Now the awake ones have a better seelction of the rarer things like gauntlets. Also, any copper or wood stuff anyone was holding gets dumped.

Title: Re: Sparkgear Seven - Retarded but Optimistic
Post by: DaPatman on November 21, 2009, 03:47:24 pm

I asked for Friday the 27th, not Saturday the 28th.

Title: Re: Sparkgear Seven - Retarded but Optimistic
Post by: The Architect on November 21, 2009, 03:59:55 pm

Quote from: DaPatman on November 21, 2009, 03:47:24 pm
I asked for Friday the 27th, not Saturday the 28th.

DaPatman cometh!

Hope you have better luck than last time! At least now you know what to expect from this mod.

Title: Re: Sparkgear Seven - Retarded but Optimistic
Post by: Frogwarrior on November 21, 2009, 04:18:52 pm

So, I really should have done this earlier, but I made it so that the only path to the depot is the shortest path to the edge by channeling every 3 squares. I should have done this earlier because the gnomish caravan appeared on the other side of the map, right next to an ogre ambush. They wiped the attackers out handily, but lost a wagon, and a trader and a mule went berserk.

Also, I appointed new military, so we should have five sworddwarves and hammerdwarves each.

Well, looks like by the end of my turn we'll have 15 military dwarves in full chain/plate, shields and gauntlets all. The question I have is, can marksdwarves use shields? If so, I've been missing out for a long time.

Also, I got a fey mood. Mechanic.
Annnnnd he wants shell. That's not going to happen, ever.

Here's the save. (<http://dffd.wimbli.com/file.php?id=1621>)
Accomplishments:
Built a couple ballistae at the south end of the hallway of death.
Recruited a few military dwarves.
Fully equipped everyone with what steel we had (not as much as I hoped.)

Made a defensible trade route after the caravan got slaughtered.
Built a multilevel tomb (this was while I was waiting for steel to be produced, right before I discovered that the coke was stored halfway across the fortress).

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 21, 2009, 06:05:58 pm**

Downloading the save. If you are accurate and don't have forget something important in your rapport I'll do a castle ^^

Objectives:

- Keep the fortress alive
- Get a castle with the noble and a part of the military in
- Continue the training of military lad and gets them steel armour if incomplete...

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 21, 2009, 06:10:38 pm**

A centralized training and soldier housing area inside the castle would satisfy one of our major goals.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 21, 2009, 06:25:44 pm**

Would see what I could do about it, couple of problem, the castle will be in all logic not close to the civilian fortress, question to build it sufficiently big, and partially from natural rock (I intend to lower all the around of a big block, of like 3 or 4 z level to have engraving possibility).

If I have the time, it should contain:

- 5 defencive towers
- The main keep
- Building around the keep, old fashion forge complex, stable, guard house, etc.
- The main gate with a bridge
- Magma moat (if I have a lots of time)

In the keep:

- A barracks
- A food stock room (in the basement)
- A throne room, with iron statue, and 3 trhone, one of steel (or iron)(for the king), one of silver(queen) (or something like that) and a rock one for the Stewart, and lever to lock noble room (even the king one ^^)
- Royal bed room, dining hall and office (for when the damned baron, or higher arrive)
- A grand noble hall
- Many noble room
- A roof build for snow and all this thing
- Something to held prisoner, but I think the justice hall do it find, so...

That quit a castle, the objective is to have noble killing room and some guy to ~~help them die~~defend them. Everything that could accomplish beside that is collateral damage IMO.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Frogwarrior** on **November 21, 2009, 06:48:05 pm**

I'm pretty certain everybody has full steel armor, except one of the new recruits who only has plate. Apparently he's wearing too much clothing to put both chain and plate on, or something. I ordered that his toga be dumped but nobody came to take it, so I undumped it. Also, I didn't make caps.

Also, none of the wounded have any armor at all. I gave them the profession "Wounded Warrior" or some variation thereof, and made sure their squads were on duty so they won't go sparring when they wake up.

Also, I forgot to mention that I started construction of an archer platform above the labyrinth of death. I figured if we're going to make our enemies move through a big long labyrinth with weapon traps, might as well make it so the archers can reach them. Because they couldn't. In fact, when I started there was pretty much no way any archer could reach any enemy outside the fort without actually leaving.

What I started is a simple one-tile-wide platform with fortifications on either side; feel free to finish it, change it, or remove it as you desire.

Just watch out for the soon-to-be insane moody dwarf at the mechanic's shop. ^^

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 21, 2009, 06:53:17 pm**

Always stockpile shells. Hell, I wouldn't make *anything* out of shell unless I had a viable fishing industry.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **DaPatman** on **November 21, 2009, 06:54:13 pm**

Quote from: Frogwarrior on November 21, 2009, 06:48:05 pm
Just watch out for the soon-to-be insane moody dwarf at the mechanic's shop. ^^

That can be solved with a locked door. This shouldn't be a problem, one of the things I did in my turn (other than filling the courthouse with treants) was the installation of doors on all the workshops moody dwarves can use other than the magma ones.

Quote from: nil on November 21, 2009, 06:53:17 pm
Always stockpile shells. Hell, I wouldn't make *anything* out of shell unless I had a viable fishing industry.

Also, this.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Frogwarrior** on **November 21, 2009, 07:02:50 pm**

I generally make a habit of never, ever, letting myself run out of shells. However, when he went moody I had absolutely no shells or even fish. This is after the caravan showed up and went kerplonk, so the wagon and pack animals that died weren't carrying any. Maybe some idiot didn't mark turtles not to be cooked? I dunno.

Title: Re: Sparkgear Seven - Retarded but Optimistic

Post by: nil on November 21, 2009, 07:12:34 pm

Quote from: Frogwarrior on November 21, 2009, 07:02:50 pm

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Oh yeah, hope it didn't sound like I was blaming you. That's what's so insidious about that particular problem--the guy who causes it doesn't have to deal with it and the guy who deals with it has no way to solve it.

Although we might be able to fish some turtles out of a dwarf-made heated pool...

Title: Re: Sparkgear Seven - Retarded but Optimistic

Post by: sir labreck on November 21, 2009, 07:46:08 pm

This is badly make sheet, retrieves by an elf 1306, they are suppose to be attached to the diary of sir Labreck the fool.

13th Opal

Here we go again. I was fine in the military, the sword is a good weapon and killing treant of stuff like that with it is fun, or close to it. They all ask me to take over, no royal overseer came, bah, they are dull, I'm the living proof of it. Check out everything, that seem fine and smooth. I'm leading a bunch or recruit and a veteran, really.

Renaming a dwarf as myself ^^ Checking out the thing, we have balista arrow, super! And nice improving in the death corridor ;) Now I'll lay down the plan for the castle.

Title: Re: Sparkgear Seven - Retarded but Optimistic

Post by: The Architect on November 21, 2009, 07:47:43 pm

Quote from: Frogwarrior on November 21, 2009, 06:48:05 pm

Also, I forgot to mention that I started construction of an archer platform above the labyrinth of death. I figured if we're going to make our enemies move through a big long labyrinth with weapon traps, might as well make it so the archers can reach them. Because they couldn't. In fact, when I started there was pretty much no way any archer could reach any enemy outside the fort without actually leaving. What I started is a simple one-tile-wide platform with fortifications on either side; feel free to finish it, change it, or remove it as you desire.

That already exists. I used it to defeat a rush of multiple goblin ambushes, so I'm absolutely sure there is a one-tile-wide post with fortifications right in front of the labyrinth. Dunno who built it, but it's there. Just look for it near the outside drawbridge.

In fact, I left marksdwarves stationed on it, so I can't imagine how you missed it?

Title: Re: Sparkgear Seven - Retarded but Optimistic

Post by: Frogwarrior on November 21, 2009, 08:13:09 pm

Quote from: The Architect on November 21, 2009, 07:47:43 pm

Quote from: Frogwarrior on November 21, 2009, 06:48:05 pm

Also, I forgot to mention that I started construction of an archer platform above the labyrinth of death. I figured if we're going to make our enemies move through a big long labyrinth with weapon traps, might as well make it so the archers can reach them. Because they couldn't. In fact, when I started there was pretty much no way any archer could reach any enemy outside the fort without actually leaving. What I started is a simple one-tile-wide platform with fortifications on either side; feel free to finish it, change it, or remove it as you desire.

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In fact, I left marksdwarves stationed on it, so I can't imagine how you missed it?

Ah, that thing. Yes, I noticed that, and even made what little use of it I could. It does give halfway decent coverage of the labyrinth... but *no more than that*. Me, I wanted something that could cover both entrances and even some of the surrounding area with some effectiveness. The platform I'm building now is an extension of the one you mentioned.

This is partly just my style of play; I like to have large areas from which marksdwarves can shoot with impunity. This is in no small way related to the fact that my first "real" fortress is/will be (I haven't finished) a massive aboveground complex spanning the entire map, the first floor of which is a ring entirely surrounded with fortifications.

Title: Re: Sparkgear Seven - Retarded but Optimistic

Post by: sir labreck on November 21, 2009, 08:21:01 pm

15th Opal 313

I have finish drawing the main plan, lots of work for our miner and mason. We will need to get a huge area mine out, get the main structure en place, trop de travail. The military are patrolling the working area and the swordwaves squad is stationing at the entrance of the civil fortress.

1st Obsidian

I have see that our level of water in the well is low, don't know how to replenish it, so I have design a new plumbing system winch would permit to get the water from the machine, in the well when needed. Need to rethink how we work on the castle terrain, instead of digging everything we will do a dwarvish marvel, a controlled cave-in. We already have one injury because of this digging. Shouldn't be so hard to get a cave-in getting rid of all this scrap, hen?

Huge amount of work, for the moment, it's more, sit and watch. 2z lvl will be "ramp out" to decrease the height around the castle and get some natural rock layer. The castle is just beside the trade road and 2 tower + the gatehouse will have good angle at it. The patrolling wall will be at the 3z (for the castle terrain), and a channel (moat) separate that from the rest of the world. The keep is somewhat 25/30 by 25/30 square. Maybe I'll need one or two more miner. Will see the time that take to decrease the terrain level. After the construction terrain is finished and prepare (I'll raise the tower and the keep at the same time) I'll "ramp out" the rest of the map, so the civil fortress will be way more high than the rest of the map. Will keep some natural wall around our underground construction. But that will be quit impressive I think.

I go eat and after that sleep couple hour. So tomorrow for me, get the controlled cave-in underway, get the foundation and the roof of the castle, and the next in the line would have something to do. Ha, and for your well, how do you transfer the water from the generator to there? If you don't have an answerd, I'll do a corridor warm up to transfer water with a floodgate, nothing to awesome.

Title: Re: Sparkgear Seven - Retarded but Optimistic

Post by: The Architect on November 21, 2009, 11:10:45 pm

The well you are referring to, I believe, is the one I left behind? That was a makeshift to save our troops while the water generator was constructed. It violates the rules and should not be used.

Please, read this carefully. It's all in my other posts, but it seems to be necessary to repeat it:

The freezing in Dwarf Fortress is glitchy. Any attempt to alter the water generator is likely to fail, and leave you with no water supply.

To answer your question: The water in the generator does not go to the well by the old barracks! The old barracks should have been removed by the last ruler! It violates the rules and was only a temporary fix. I marked out a new barracks next to the water generator with a bed in each corner. Put beds there, make it a barracks (walls might be nice) and remove the other beds. Then designate the open space next to the water generator (over the reservoir) as the only water source. If a well has been built over the open space, you may need to deconstruct it to refill the cistern. To refill it: you use the lever right next to it (it should be labeled). Be sure to stop the water before it overfills the cistern. And be sure to forbid the door leading to the cistern before you fill it.

Digging or even building around the cistern could cause some tiles to become frozen tiles and break the water generator's only outlet. However, you could create a new outlet (with another constructed overhead magma reservoir) and work with that if you want to redirect the water.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 21, 2009, 11:13:55 pm**

Oh yea, and good luck with your castle and new defenses! We certainly need improvements, and it will be interesting to see what you do with the place.

I'm sorry if all the mason/miners I left behind are gone. Knew we would need them for players' projects.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Frogwarrior** on **November 21, 2009, 11:18:55 pm**

Regrettably, two of the stoneworkers were out hauling when the goblins ambushed.

Also, sorry about not moving the barracks. The whole thing confused me, and I didn't want to spend what little time I had figuring out exactly how to get water in a freezing above-ground fort. That and I never got the point of enforcing the "above-ground" rule to the point where it's necessary to do something complicated and incredibly confusing just to make it so a scratch isn't a death sentence...

That being said, I think the pocket of magnetite I found might go against the above-ground rule, since I found it while hollowing out a tomb for my dorf. I did start channeling away the ceiling above it after the fact, but I wasn't able to finish that.

Oh, and I figured out where the shells went. You know how bones disappear after a while if above-ground? Shells work the same way. So... Above-ground fort... Yeah.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **AlienChickenPie** on **November 22, 2009, 02:25:20 am**

Monday, Tuesday and Wednesday are free, unless I missed someone's request.
Let's keep this game rolling, we're this close to finishing without people seriously considering euthanasia.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 22, 2009, 02:38:26 am**

well if you're gonna twist my arm I'll take monday ;D

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 22, 2009, 05:00:25 am**

First person to leave the turn in a playable, smoothly running condition since DaPatman's turn?

It looks like it stuck, at least for 2 turns. We'll take a peek at what's left after Labrek is done :)

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **darkfragrance** on **November 22, 2009, 06:17:29 am**

Quote from: Frogwarrior on November 21, 2009, 11:18:55 pm
Oh, and I figured out where the shells went. You know how bones disappear after a while if above-ground? Shells work the same way. So... Above-ground fort... Yeah.

Ah. I've played some above-ground forts myself. Just put a roof over the refuse stockpile. Since it's under a constructed roof, it won't generate miasma, but it will save the shells; at least, I noticed that the bones tended to remain under the roof when other bones outside vanished.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 22, 2009, 09:47:48 am**

Good morning. For the Barracks, will see what I could do, for the water machine, your schema seem, how do you see that, destiny to fail ^^ I'll put the blue print for the plumbing system and you will be able to say if this will crash the water machine or not. If you have any doubts, I'll try your way ;)

For the stone worker and miner, If I don't change the way I work, half the miner will be injured by the end of my turn. So lets go for a controlled cave-in. That faster anyways...

PS: Ok, see what you mean, I change just a little the concept so I can fill the well without having to reconstruct it. The lad are digging the basement of the castle. I just hope no werewolf will come, or when I'll do the cave-in, the game could crash, cross the finger..

15th Obsidian
We are changing the barracks emplacement and getting the new well in place. Also the possessed dwarf have gone mad, he is babbling naked around, we lets him out of his workshop.

25th Obsidian
The ramping out thing is dangerous, an ancient overseer, Nil II is dead crushed, that in the worse time, we really need the terrain finish before something bad arrive and kill us... We are now up to: 2 injury and one death because of my plan, not too shabby.

Ok, need to change pc (and this will maybe help the FPS, 15 actually...). Should have time to at least finish basemen of the castle. That an habit or what to srew always my day of turn at SG?

We get 2 elf ambush, lost 1 hammerdwarf, etc. So I savescum and I upload now. Just lets the miner dig, link a lever to the support, and bazai! You get a controlled cave-in ^^

here the link: <http://dffd.wimbli.com/file.php?id=1623>

The ambush came from North-West of the construction site of the castle, except that, nothing important to report, just get a tomb for Nil II

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 22, 2009, 05:27:21 pm**

Downloaded, obligatory "augh what have you maniacs done!?!?" underway

(although seriously never use channels to dig shit out like that, it never works. ramps, baby, ramps! also, who moved the farms from the main fortress all the way over to the magma pipe? more importantly, why!?!?)

edit: holy shit there's a whole stockpile there (an underground one to boot, tisk tisk)! looks like project a will be a sensible food industry...

edit2: and it's all completely open to the outside, which of course means all the defenses can be bypassed!!! you're all mad, mad I say!

edit3: on the other hand this water generator's even more awesome than the original

edit4: I really don't wanna overdo the whole bitching and moaning thing but why would you build a bunch of bins out of steel and iron!? Anyone know if you have to empty bins before you melt them?

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Zifnab** on **November 22, 2009, 07:21:04 pm**

four of the steel bins were from my burning coal in a magmaproof bin + glacier = ?profit? experiment I didn't have time to finish.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 22, 2009, 07:27:46 pm**

Quote from: Zifnab on November 22, 2009, 07:21:04 pm

four of the steel bins were from my burning coal in a magmaproof bin + glacier = ?profit? experiment I didn't have time to finish.

I figured something like that, but I would thought one or two would be enough..? There's have plenty of steel so it's not really a big deal.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 22, 2009, 07:40:01 pm**

Quote from: nil on November 22, 2009, 05:27:21 pm

Downloaded, obligatory "augh what have you maniacs done!?!?" underway

(although seriously never use channels to dig shit out like that, it never works. ramps, baby, ramps! also, who moved the farms from the main fortress all the way over to the magma pipe? more importantly, why!?!?)

edit: holy shit there's a whole stockpile there (an underground one to boot, tisk tisk)! looks like project a will be a sensible food industry...

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edit4: I really don't wanna overdo the whole bitching and moaning thing but why would you build a bunch of bins out of steel and iron!? Anyone know if you have to empty bins before you melt them?

Edit2: I don't know what it looks like now, but 2 turns ago it was open yet not accessible except through the main entrance/death corridor.

Edit4:
God knows why they chose the *steel* to build bins out of (iron is magma-proof!), but there are two very good reasons not to melt metal bins: 1, we are short on bins but have plenty of metal. 2, you are unlikely to get much steel back from melting them, maybe a bar or two. Certainly not worth it.

To answer your question: no, I believe the bins will be auto-emptied just like cages are before melting. But you may need to deconstruct the stockpile they are on to unassign them from it.

Channels are better if you start from the center and dig in a ring outwards, because ramps tend to randomly collapse (it's quite buggy; I can never figure out why 1/200 ramped squares suddenly collapses and flings miners everywhere). On the other hand, you could dig the whole thing out and then drop the top floor. Either way is less likely to cause injury than ramps, because the results are totally predictable and not buggy.

Farms, far from ideal but better than the horrific originals:
The farms are are over by the magma pipe because there was space to have a centralized farming and processing area, and because the others were created via cheating (tweak, anyone?)
They are better off there. We will always have an assload more food and drink than we can ever consume (if you don't **** with the farmers I left behind), so as long as there is a small stockpile with "take from ###" near your housing, it's not a problem. Be sure to set the housing area stockpiles to drink and prepared meals only, if that isn't obvious.

Also, the magma pipe area is no longer an "all the way over there" area. It has a quick main hallway leading to and from it, rather than the convoluted bullshit that was there when I started, and you can set up housing near it for the farmers.

It needs reworking (mainly just building the workshops and destroying the rest of those left behind), but I believe those are perfectly sufficient reasons to leave it where it is, at least for the time being. Another great reason is that it makes use of all that wasted space from the broken water generator. As far as being underground? That should be obvious, really. Better to build it underground than to tweak/cheat your way into having farms, and if it bugs you then channel the roof out and build a constructed roof! It is one z-level under, perfectly within the rules. Everything that was there when I left is within the original rules except the aforementioned barracks.

In answer to your question: those are the reasons it's there, but of course it is far from ideal and may benefit from being move (WITHOUT CHEATING/TWEAKING) to another area. Or you could make use of the previously-wasted space there and not chew up the map too much.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Bloogonis** on **November 22, 2009, 08:14:14 pm**

i looked in it, and OMG! so many stacked channel designations! I just let it sit and run while I was working to see what would happen. and I got several cave ins and two miners stranded due to being stupid about what channels they dug out.

channels are crazy for constructive digging.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 22, 2009, 08:48:33 pm**

What makes you say the original farms were created from cheating? And just because there's a slightly straighter and wider hallway (which is great don't get me wrong, building some walls to protect it as we speak) doesn't mean it's not halfway across the map. Half the fortress was occupied with food hauling tasks.

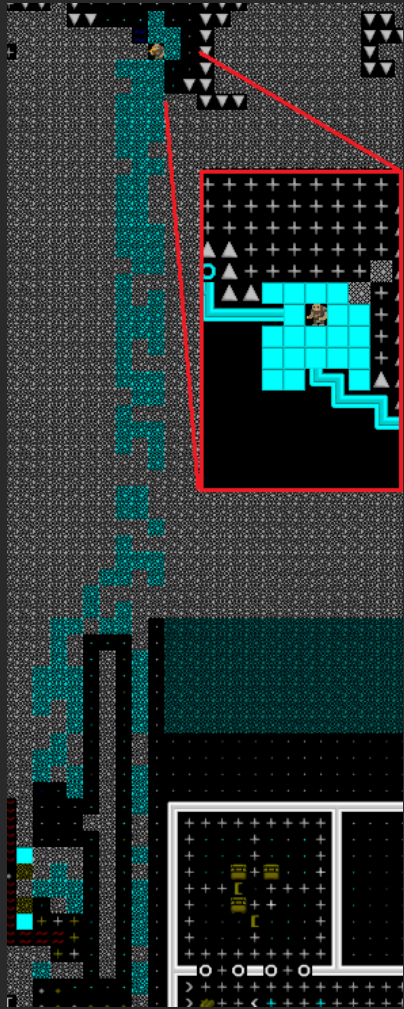
Also ramps won't cause cave-ins if you go one level at a time and make sure there's nothing on the surface tile you're clearing out (trees are the usual culprit).

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 23, 2009, 12:34:32 am**

The minotaurs just came to trade, which I actually thought couldn't happen. Apparently you can change the active season entity token without a world regen. They aren't carrying much interesting stuff because of another issue in that version but they have a few bars, lots of food, and a turtle that just might save a moody miner that was gonna be doomed. Plus, I'm pretty sure my FPS is telling me there's some ambushers out there, maybe the cows will fight them for me.

edit: A miner revealed an ambush of ogres over by the same lava pool I saw one trapped in earlier. This time, however, a wrestler jumped in and out of the lava. While he was fireproof his clothing was not; his name started flashing and he ran around, melting snow and ice wherever he went. Actually should have caused a nasty cave-in, but i guess it doesn't check for support when something melts. Eventually he went down glacial ramp. I guess this caused the wall to melt, then refreeze; the ogre in question was doused and is now living but surrounded by icewalls, sitting in 5 units of water. I'll upload the video later, strange stuff.

Spoiler: picture (click to show/hide)



The ogre ran around the bottom, melting out an area that's totally unsupported and should cave in. Then he fled north, eventually becoming trapped in ice.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 23, 2009, 08:40:42 am**

Quote from: nil on November 22, 2009, 08:48:33 pm
What makes you say the original farms were created from cheating? And just because there's a slightly straighter and wider hallway (which is great don't get me wrong, building some walls to protect it as we speak) doesn't mean it's not halfway across the map. Half the fortress was occupied with food hauling tasks.
Also ramps won't cause cave-ins if you go one level at a time and make sure there's nothing on the surface tile you're clearing out (trees are the usual culprit).

Well, like I said: you'll have to fix the stockpiles to make the hauling more efficient if you use the farms where they are. And I am absolutely certain the original farms were made by cheating, for many reasons (which I think would be obvious to anyone once you really look closely at them):
1. If I remember right then they are on something ridiculous like red loam, rather than muddy stone.
2. Even if they were on muddy stone, no water could have been hauled to that location because of the freezing.
3. As they sit in constructed rooms and no magma has ever been near that end of the map I refused to believe they were made by melting ice within game mechanics.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Danarca** on **November 23, 2009, 10:08:30 am**

Mate that area had a soil layer, check out the industry area i made for proof.
the food-building was completely legit.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 23, 2009, 12:05:56 pm**

That is extremely unusual for a glacier. We must have overlapped another biome.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 23, 2009, 12:35:04 pm**

That crappy, for the layer, everything is fine IMO for the farming, but the new area if actually more easy to manage.
Sorry, ramp will have take forever, a controlled cave-in is the way to go when you want to decrease the ground level drastically. Did you get 2 elf ambush, because, me yes and they are the reason of the savescum (and early upload). With the fact of my bro computer was so amazing that I was getting 100 FPS lol.
Seriously, try to get up the castle, for the cave-in, they all result from previous attempt with the ramp technique, not channel problem ^^
A castle will help lodging our noble with some new defence for the "normal" entrance to the civil fort. Don't think I'll ever take an another turn (planified) of this, just maybe fill up time if someone retract... I'm so badlucky for the time managing...
And good luck with this mess ^^

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **DaPatman** on **November 23, 2009, 01:10:36 pm**

Quote from: The Architect on November 23, 2009, 08:40:42 am
1. If I remember right then they are on something ridiculous like red loam, rather than muddy stone.

So they're on soil? I fail to see how this is cheating.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Danarca** on **November 23, 2009, 01:30:50 pm**

Quote from: DaPatman on November 23, 2009, 01:10:36 pm
Quote from: The Architect on November 23, 2009, 08:40:42 am
1. If I remember right then they are on something ridiculous like red loam, rather than muddy stone.
So they're on soil? I fail to see how this is cheating.
He thought the entire embark was glacier, and if it was it wouldn't be deep enough to contain red loam.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 23, 2009, 01:33:43 pm**

Quote from: Danarca on November 23, 2009, 01:30:50 pm
Quote from: DaPatman on November 23, 2009, 01:10:36 pm
Quote from: The Architect on November 23, 2009, 08:40:42 am
1. If I remember right then they are on something ridiculous like red loam, rather than muddy stone.
So they're on soil? I fail to see how this is cheating.
He thought the entire embark was glacier, and if it was it wouldn't be deep enough to contain red loam.
So who's next?

edit: So should I floor over the lava pool? From a safety perspective it'd be a good idea, since fire-immune wrestlers with flaming loincloths are probably more dangerous than the standard kind, and because if a person wasn't careful they could cause a cave-in. On the other hand, it's hilarious and leaves fun designs melted in the snow.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Danarca** on **November 23, 2009, 01:47:50 pm**

Oh, I just noticed nobody had today O_o
Can I claim the rest of today and tomorrow? :)

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 23, 2009, 01:50:40 pm**

Quote from: Danarca on November 23, 2009, 01:47:50 pm
Oh, I just noticed nobody had today O_o
Can I claim the rest of today and tomorrow? :)
Well I've been playing this turn... but I'm also pretty close to done. Just lemme fix some bridges the ogres somehow broke and you can start early.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Danarca** on **November 23, 2009, 01:58:24 pm**

Ahh alright, didn't know that :)
Take your time ;)

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Frogwarrior** on **November 23, 2009, 02:23:00 pm**

Hilarity >> safety. It is SparkGear...

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 23, 2009, 02:26:26 pm**

I was flooring over the pipe with nice bright white stone when I quit, so that's what the partial flooring is. Just a safety precaution combined with color coding so you'd know where you could find magma easily. As far as if you want to continue that? It's all up to the current ruler!

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 23, 2009, 04:20:20 pm**

SAVE (<http://dffd.wimbli.com/file.php?id=1626>)
MAP (<http://mkv25.net/dfma/poi-19946-stockpiles>) (there's a couple movies too)

right away--attacked by a number of elves. Most died one the spikes, a few to other traps and to the marksdwarves. There were two casualties--an unskilled melee recruit and a marksdwarf, Tulon, who was best known for killing a number of ice wolves. Both fell to the same elite bowelf, who we subsequently captured.

9th slate--Found an ogre master thief--trapped in a lava pool that helps to keep the water reservoir from heating. He was having no trouble swiming in the molten rock.

1st felsite--lost a wrestler and a civilian to ice wolves, fortunately neither was very skilled.

11th hematite--ogre seige! they came around the southern side

17th moonstone--werewolf seige! A moderately skilled miner and a unskilled laborer who called himself a 'ranger' were caught outside and torn to shreds. There were no other casualties; one squad fell to the drop trap while the other was decimated by the traps and marksdwarves. During the attack a glassmaker went into a fey mood, and immediately after the gnomes came to trade. A human ambush squad spawn almost on top of them, but the little fellers managed to drive them off with the loss of only a single hoplite.

Later there was a treant seige, a wizard
Spoiler (click to show/hide)
actually the fight against the wizard wasn't at all interesting; like most megabeast battles it ended very quickly. but when I copied the save and ignored him completely I got this picture (and some casualties).



, and, finally, a second ogre siege. There were no significant casualties.

On the domestic side, I constructed the beginnings of a glass industry.

Using this, I could cheaply pump magma to provide heating under main path between forges. Incidentally, this means there's a decent magma supply at the main fortress for anyone who wants to relocate the forges or maybe make some ice defenses (if you want to use the magma directly you'll need a more reliable power source).

Using *this*, I was able to haul enough water to plant some new farms in the basement of the great hall, where most of the food industry now is.

Most of the buildings in the main fortress gained a level, one direction or another.

Walls were constructed on the sides of the magma area and the path to it. The topography of magma area was also simplified greatly. Also added a bypass so creautres outside the fortress can take a shortcut over the magma path.

Cleaned up the pit next to the courthouse a little, both via mining and dumping.

The military is quite strong. The main melee squad, the Gods of Shooting under Frogwarrior, now has four legendaty sworddwarves, one legendary speardwarf, and four hammerdwarves, two legends and two grandmasters. All are equipped in low-quality steel. We also have 10+ marksdwarves and plenty of recruits in training. Population is up to 87.

The fort started off in good shape and has only continued to improve. Nothing can stop us now.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 23, 2009, 04:45:15 pm**

Nice. Now we can finally have an economy! (And I don't mean "dwarven economy")

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Danarca** on **November 23, 2009, 04:56:42 pm**

Alright, downloading and preparing mentally for the mandatory "what the fuck have you guys done"-sensation.
I just hope I can operate all the different entries into the fortress O_o

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 23, 2009, 05:04:13 pm**

Frogwarrior actually have steal my commanding position? Bah, was quit sure... I see you really interrupted all the work for the castle, an another normal thing. Scratching also the planning, but not a bid deal...

Really nice to see this fortress getting better and better. The wizard will be one day interesting hehehe ^^

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Danarca** on **November 23, 2009, 05:57:37 pm**

I'm crying blood from looking at this fort.
Still, I must press on...

My project will be to complete the castle and fit it for the nobles :)

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Danarca** on **November 23, 2009, 06:32:14 pm**

Log of Danarces II 11th Sandstone 315
Yesterday I was appointed overseer over the fort.
I cried the whole day, lying under my pillow.

Today, however, I rise up as a man, ready to take on the world and bring anyone with me if I go down.

A word to describer our home would be complex. ANother would be messy. And those who have lived here long enough calls the rest of us fools for migrating here.
I and 5 others migrated here recently, forced by the royalty, to prepare for their arrival.

Looking around I can only laugh.

Holes go deep into the ground, ramps go nowhere, clothes litter the pathways..

Oh well. Hope for the best, prepare for the worst.
I noticed someone had laid the foundations for a castle outside, but work haven't begun on it besides some basic walls.
I will construct the quarters for the royalty from it.

15th Moonstone 315
A kobold ambush.. Ambushed Cerol Crowdshot the World of Illness today.
He claims he needed the practice.

16th Moonstone 315
Oh dear, a giant siege!
I have no idea where the enemy comes from, it's all so confusing!
I'll have to do my best...

17th Moonstone 315
Labreck was killed today.
6 other soldiers fell as well.

For some reason our fortified frontal position was open to the outside through ramps.

26th Moonstone 315

TRIVIA:
The FPS lies steadily at 40~, however it dropped to 15 during the siege!
After ordering our animals to be butchered, we got more than **250** units of donkey fat!
The fort have 432 dwarf bones!
My original avatar died during the siege, so I'll pick a new one when my turn ends >.<
The number of dead dwarves outnumber the amount of living dwarves!
And finally, but not least, the forts architectural value to society is nil!

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 23, 2009, 06:43:01 pm**

Sorry I jinxed us.... I've only seen a couple giant sieges, how many squads was it? Did they take much punishment before going down?

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Danarca** on **November 23, 2009, 07:23:21 pm**

3 squads, 1 wrestler and 2 spears.
Nearly all of them was annihilated.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 23, 2009, 08:49:04 pm**

Funny Labreck dit le fou est mort, sad, will need to claim an another turn to get a new avatard lol!

If you need any of my plan for the fort, just say it and I'll send you how I have got the whole thing design. Actually the controlled cave-in is halfway finished, consider it ;)

Giant siege, interesting :D

PS: Anyways, here what was design in the past:



(<http://strongholdfrenchheaven.xooit.com/image/40/5/d/f/stronghold-crusader053-15ad9de.jpg.htm>)
2.



(<http://strongholdfrenchheaven.xooit.com/image/42/5/0/6/stronghold-crusader054-15ad9e1.jpg.htm>)

3.



(<http://strongholdfrenchheaven.xooit.com/image/40/d/c/f/stronghold-crusader056-15ad9e7.jpg.htm>)

1, it's the hotkey F5 if Nil don't have change anything. It's the actual above-ground thing. The wall 5*1 are the side of tower... The center it's the keep. Actually, the cave-in was design so everything collapse except the basement of the keep and the 5 tower. Maybe you could add the gatehouse to this, just construct some wall at under is future location. And channel around it lol!

2. The middle level, the channel is just their to collapse only the unimportance stuff... The ramp and stair design was when the miner rest stuck under their... I have learn you couldn't dig up/down stair from below.

3. Where everything fall, be sure to ink a lever to this pillar. If you make the exact same designation, constructing the castle will be easy as a pie, just get the wall and each floor, finishing with a roof (I was planning a ramp roof like the justice court, but in pyramidal form, your turn, you do what you want :))

After that, just make a big cave-in around the castle (except on the road) if you want, you can lets the ground like this... Construct a bridge on the 3*3 channel and gatehouse and you've got a close-able castle :p Get the wall beside the moat and you can station your marksdwarf on them. Actually the enemy have to pass in front of the castle to get in the civilian lair 8)

Extra challenge: Make a single lever able to destroy the whole thing, in the grand hall of civilian where any trantruming dwarf could pull it!

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Greyjoy** on **November 23, 2009, 09:23:47 pm**

I have read none of this thread except the first post.

I'm in.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 23, 2009, 09:36:31 pm**

You should seriously read the whole tread, many error in the future could be evade by reading the past ^^ Like not trying to kill treant with only wrestle ::)

Just to say, I have run, from the save I have give, up to the elf ambush, getting the military ready and everything, lost the whole marskdwarves, except one seriously crippled. That serious shit, 9 dwarves dead, myself, a swordwarf, miner, mason, peasan, etc. And many armorkdamn injury. Don't know the new state of the military, but if we are to someday take out siege with our military, we need improvement I think ^^

Just take good care when you'll work on the cave-in. After that get the damn mason work in secure and the military ready.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Greyjoy** on **November 23, 2009, 09:48:32 pm**

So I guess I go after Danarca?

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **AlienChickenPie** on **November 24, 2009, 01:31:09 am**

I updated the turns. Please point out any mistakes:
Sunday, November 22: Sir Labreck
Monday, November 23: nil
Tuesday, November 24: Danarca
Wednesday, November 25: Greyjoy
Thursday, November 26: Katsuun
Friday, November 27: DaPatman
Saturday, November 28:
Sunday, November 29:
Monday, November 30:

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Servu** on **November 24, 2009, 05:07:32 am**

I looked at the dfma upload and I think I know why nil's generator shuts down after a while; You have left a couple of land tiles next to the magma. If the 1/7s move to these tiles, they will stand there until they evaporate, slowly shutting down the generator. You could fix that relatively easily by building walls or doors to all of the tiles next to the magma.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Danarca** on **November 24, 2009, 07:10:15 am**

I think I'm going to leave out the basement, someone can finish it after me :p
But thanks Labreck, hopefully I can build the outside defences :)
EDIT:
I just forgot, I've hollowed out the space beneath the fort and have poured magma in to heat it up >.>

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 24, 2009, 08:34:19 am**

Quote from: [Servu](#) on November 24, 2009, 05:07:32 am
I looked at the dfma upload and I think I know why nil's generator shuts down after a while; You have left a couple of land tiles next to the magma. If the 1/7s move to these tiles, they will stand there until they evaporate, slowly shutting down the generator. You could fix that relatively easily by building walls or doors to all of the tiles next to the magma.

- a.) It's not mine, it's the Architects.:)
- b.) I think it's a feature, not a bug. After all the magma evaporates off the bottom there's still a reservoir (heated from the top) that has more than enough water to refill the well. You'll get the hospital all muddy but otherwise not a problem. This way it doesn't have to run 24/7, draining your FPS the whole time.
- The only real design flaw is that it can still be overfilled, but I don't know a good way to fix that without bauxite mechanisms (btw I did order a bunch of bauxite from the dwarves), plus it might should be possible to drain it using that tunnel just to the north if necessary.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Bloogonis** on **November 24, 2009, 09:47:09 am**

Wait... Our liaison is still alive?!?!?!?! How the hell did we manage that?

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Servu** on **November 24, 2009, 11:06:24 am**

Quote from: [nil](#) on November 24, 2009, 08:34:19 am
a.) It's not mine, it's the Architects.:)

b.) I think it's a feature, not a bug. After all the magma evaporates off the bottom there's still a reservoir (heated from the top) that has more than enough water to refill the

well. You'll get the hospital all muddy but otherwise not a problem. This way it doesn't have to run 24/7, draining your FPS the whole time.

The only real design flaw is that it can still be overfilled, but I don't know a good way to fix that without bauxite mechanisms (btw I did order a bunch of bauxite from the dwarves), plus it might should be possible to drain it using that tunnel just to the north if necessary.

Oh, sorry to mix you guys up.

While I do understand the concept of FPS friendliness here, I find it hard to believe that a fluid area so small could be much of a strain (especially when restarting the machine demands such high precision.) On the other hand, the well requires very little water if booze is plentiful.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Danarca** on **November 24, 2009, 12:25:41 pm**

24th Opal 315
I noticed how ragged our clothes are, not fit for the harsh enviroment of a glacier!
I've allowed people to gather clothes from the fallen invaders.

25th Opal 315
Zon, one of our miners, was crushed in a cave-in today.

5th Obsidian 315
Frogwarrior died from thirst today..
I'll have to expand our cemetary.

9th Obsidian 315
Zefon, a swordsmaster, died today from thirst.
I've launched an investigation.

10th Obsidian 315
I found out why our military are dying.
They're resting in unclaimed bedrooms instead of the hospital over by the magma pipe...

17th Obsidian 315
I've removed the grate preventing prisoners thrown from the execution platform landing in the courthouse.
Dead elves on the desk are just so... Satisfying...

20th Obsidian 315
Bim, an Axe Elder, died from thirst today.
I'll try and remove the beds the crippled are lying in.

1st Granite 316
Olin, a spearmaster, died from thirst today..
I know I should draft more people into the military, but the fort is already very balanced regarding the workforce...

I'll have to check around.

2nd Granite 316
I checked around and picked out 9 dwarves who seemed to contribute less than they would in the military.
One was excluded when I further checking of his documents showed he were a professional brewer.
The rest were mechanics, planters and gem cutters.
Professions the fort isn't dependant on.
Well, planters are nice, but a quarter of the fort is already employed in that field.

18th Granite 316
While working on the castle, a kobold ambushed the construction-team.
Luckily, a miner was nearby with his pick, and killed 5 kobolds, thus changing his name to İteb Wheelglen the Glittery Outrage of Subtleties.
A single worker was killed.

2nd Slate 316
The baron, baronness, hammerer and tax collector came today!
...
Carp, we got no quarters suitable for their needs...

7th Felsite 316
I've dug out some quarters in the mountainside near the new cemetary for the nobility, until the castle is up and running.

8th Hematite 316
Nil, a metalcrafter/thresher withdrew from society today...

9th Hematite 316
He claimed a magma forge.

13th Hematite 316
Dwarven caravan arrived today.
I'll see how much crap they can take away.

14th Hematite 316
Bah! We don't have any bins, hauling all the crap littered around would take forever!
I've ordered the forges to pump out bins and bolts of iron and copper, seems we have alot of those materials.

17th Hematite 316
The meeting with liasion went fine.
We asked for logs, he asked for earrings, quivers and legwear.
That's going to be some interesting troops.
Also, Urdim the bone carver was elected mayor of this shithole.

18th Hematite 316
We found an elevn ambush today.
I had a feeling those bastards were sneaking around somewhere, so I posted some guards on patrol...
Interesting dwarven sense, if enemies are sneaking, or there's a lot of animals, or dwarves in a place, or just a lot of crap littered around, we can almost see time slow down..

21st Hematite 316
Nil begun his work today with:
Black bronze bar x1
Rose gold bar x1
Rough resin opal x1
Rough lace agate x1
Ogre bones x12
Donkey bones x7

Lignite boulders x2
Pig tail cloth x1

Needless to say, I wonder how he intends to *forge something with magma* that includes lignite.

24th Hematite

Nil sprang triumphantly into the hall today and proclaimed he had made **Typhoonchewed the Failed Ignition**, a black bronze ring.
I must say, I couldn't agree more with the name.
The ring have *an image of a tree in lignite*, the thing SHOULD spontaneously combust just because of that, but it doesn't.
Also, it's worth 86,400.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Danarca** on **November 24, 2009, 02:23:07 pm**

9th Malachite 316

I gave them a good deal, traded for all they got for some of the food we've made.
They walked away with a 68,000 profit, I then gave them a stew worth 14,000 as a personal gift to the king.

12th Limestone 316

A minotaur diplomat arrived today, Emeg Blotworks...
This is going to be interesting.
Also, nice udders on that one!

13th Limestone 316

A minotaur caravan arrived today.
I also ordered 3 donkey foals to be dropped on the mayors desk.
The baron decided to drop one of them personally.
I suspect he might be as insane as me.

15th Limestone 316

A frogman siege. Wow.
Remember that squad I drafted? They're getting their examn now.

18th Limestone 316

The pretty bovine had a meeting with the baron today.
The bastard wouldn't tell me what it was about... He probably seduced her..
Also the siege was apparently called off, looking around outside I found a squad killed.
I don't know how, considering how fragile they are they probably tripped over.

But that baron.. I'll get my revenge...z

20th Limestone 316

The baroness consort died tragically today.
She were.. Encased in cooling magma...
An unfortunate smelting accident.

The poor baron is completely miserable.
I sent him a dog biscuit, apparently he likes dogs for their loyalty.

21st Limestone 316

The baron is throwing a tantrum on the drop bridge! I must protect it!
PULL THE LEVER!
The bastard finally met his maker, along with a very brave, and unlucky, planter.
*Notice, I would like to include the movie, but due to the low FPS it's 10MB in size =/
I can tell you the baron was in pieces.*

9th Sandstone 316

I was strolling around when I found a most peculiar sight: The hammerer in a cage.
I shit you not.
According to the poor sod who found him, the guy was wounded after battling a muskox, and fell unconscious on a cage trap.

I've called together a meeting to decide what to do with him.
VIVA LA REVOLUTION!

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **DaPatman** on **November 24, 2009, 02:32:34 pm**

Quote from: Danarca on November 24, 2009, 02:23:07 pm

<p>9th Sandstone 316 I was strolling around when I found a most peculiar sight: The hammerer in a cage.</p>
--

Best place for him. He can't dish out justice while he's in there, and a replacement can't be sent since he's not dead.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Danarca** on **November 24, 2009, 03:04:59 pm**

SAVE (<http://dff.d.wimbli.com/file.php?id=1628>)
MAP (<http://mkv25.net/dfma/map-7498-waxfountain-sgvii>)

May I suggest creating a cloth industry?
Also better housing for the nobility are required, I dug out some rooms for them, and engraved they should be happy with them.

But simple holes seems... boring...

Also, we must consider the next Sparkgear.
I vote non-freezing map, with permanent magma/water sources.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Greyjoy** on **November 24, 2009, 03:25:53 pm**

Got it. I'll be starting the thing later in the day than planned, but hey.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 24, 2009, 03:49:06 pm**

There are rooms in the southern tower, too. In particular, the unmined level has a limonite vein in it, so it should have no trouble hitting Royal levels.

edit: Would anyone have any interest in continuing this fortress, with or without Sparkgear rules, as an offshoot? Alternatively, I may start a new succession game using the latest version of Relentless Assault.

Quote from: Danarca on November 24, 2009, 03:04:59 pm

Also, we must consider the next Sparkgear.
I vote non-freezing map, with permanent magma/water sources.

Ditto, although I guess freezing would be alright if it was a regular underground fortress.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Danarca** on **November 24, 2009, 04:28:17 pm**

Quote from: nil on November 24, 2009, 03:49:06 pm

Would anyone have any interest in continuing this fortress, with or without Sparkgear rules, as an offshoot? Alternatively, I may start a new succession game using the latest version of Relentless Assault.

Sorry, this fort is too chaotic...
But I'm up for a fort using RA :)

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Greyjoy** on **November 24, 2009, 06:13:13 pm**

I'm sorry, I can't seem to get it to work. I'm getting a disturbing number of crashes.

I officially pass the save to some other poor bastard.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 24, 2009, 06:29:03 pm**

Sadly I have no time tonight. If no one reclaim by tomorrow night I'll get a couple of hour on it...

We have turn to finish ^^

For SG VIII, no freezing fort, no outside fort, the open rule is great, so we can keep it, but forget anything outside in the cold of a glacier ^^

I fallow you Nil if you get a new succession game with your mod, at least I'll fallow it :D

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 24, 2009, 08:46:41 pm**

I'll claim year 2 in Sparkgear 8 right now, so we know it gets off to a good start. I also nominate Squirrelloid and Labrek for 3/4 if they want it and no one objects. No offense, but we have some people who can avoid destroying our whole military in one season, and we need a good start.

How many dwarves died in total, Darnaca? I wasn't able to keep an accurate count, but I'm guessing upwards of 20?

Several notes over what was written recently, and no doubt I've forgotten some of them:

1) Thanks for the heads-up on why the water generator needed maintenance instead of being fully self-sufficient as intended. I apologize for the flooding issue with using its water, but the original design was damaged by repairing the bug we hit when it was built (read back to it for more information). Magma-proof mechanisms would indeed have opened up further options for the reservoir on top and for circumnavigating the bug once it was discovered.

I fully understand seeing the evaporation as a feature, and in fact it did drain the fps by 5 or so when it was running efficiently. It does not actually require precise or difficult maintenance, just don't let some idiot pump it for 5 minutes straight. Attaching a lever to the hatch by the pump will make this easier; the hatch was installed to stop the flood of lignite smoke from the one chunk that fell in. Using a lever with it may require bauxite.

2) The liason is alive because he's Perfectly Agile and nothing can catch him. He got stuck like a pincushion during my turn and still escaped.

3) The glacier map is wonderful! We can have a big map, with room for everyone to goof off without FPS problems! The only reasons it is a problem at the moment are:
A. Garbage. We have so much garbage because the number if irresponsible deaths became very high and no one was able to deal with it. Even once a garbage disposal was set up and dwarves allocated to the task, the next person to take a turn just dropped the ball.
B. Fortress organization. Continuous labor problems and misuse along with some terrible construction practices just killed us. If you follow a strict grid, we can make it an aboveground paradise. I strongly suggest using players who have a track record of doing things right for the early years, to set up an organized fort and defense plan.
C. Death. There are simply people in your rotation who have an insane number of unnecessary deaths. If you can't cope with a glacier once all the hard work has been done, you just need help. That may be offensive but it is the frozen hard truth. Everything is set up where there should be no death. People just did not responsibly handle the resources given them.

Give me turn one on a glacier/magma map with permission to shut it and I will give you an un-f***-upable fort with a solid grid pattern and whatever other rules you want. It will be above-ground, contain all things necessary for glacier survival to be trivial, and with my new water diversion plan it will have all of the perks we now enjoy plus some. Everyone will be able to use it to do whatever crazy projects they want, and with the solid base there will be a less than crippling level of chaos at all times. It will be literally impossible for anyone to screw over unintentionally, I promise.
This is my pledge to you. Take it, or leave it. Alternately this could still be done on the map we have now, but there are too many cons compared to very limited pros (if any). (clutter, extra time required, current siege/trade levels, and again clutter)

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 24, 2009, 09:31:04 pm**

You have dedicated followers and a thread to discuss it in, so why not discuss the embark for SG8?

My suggestions are as follows, and please be free with your criticism, suggestions and questions. There is a ton of reasoning behind every one of these job appointments and any that are not clear will be carefully explained upon request:

- The Dwarves:
- 1 Planter/Cook
 - 1 Planter/Brewer
 - 1 Mason/Engraver
 - 1 Appraiser/Mechanic (Building Designer)
 - 1 Weaponsmith/Armorsmith
 - 1 Miner/Architect
 - 1 Carpenter/Woodcutter

A better setup is Planter/Weaponsmith, Planter/Armorsmith, and Brewer/Cook, but that requires micro-management that may not be good for a succession fort.

Glacier (great for high-fps forts if you set it up right):
Replace Woodcutter skill with Masonry or Mining. Carpenter will have plenty of free time for both.

Aquifer:
Should be great.

Volcano/vent:
Bring some ***@#&!&@ Bauxite. Come on now, we should have had 100 of the stuff and our starting mechanic should have made it all into mechanisms immediately.

The Tools:

- 1 Copper pick.
- 1 Iron anvil.
- 20 each drink.
- 30 Turtle
- 4 Bismuth
- 8 Copper
- 4 Tin
- 20 Plump Helmet Spawn
- 10 Cave wheat seeds
- 10 Sweet pod seeds
- 10 Pig tail seeds
- 5 dimple cup seeds
- 5 rock nuts
- 4 dogs

some logs/bauxite/cats?

I went to the embark screen and did my best to spend everything, ended up with 46 points left after all the essentials and then some. I grabbed a lot of metal for bismuth bronze because it is cheaper than tools (and bismuth bronze is stronger/more valuable than copper for the same price). With trees, you disassemble your wagon and use its wood to smelt some bismuth bronze and a battle axe, but on a treeless you'd want to trade half the metal for even more wood. With Relentless on a glacier I'd trade the metal/anvil for bauxite and wood and throw in another 3 picks.

On any map with magma, actually, it would depend on the other resources but I'd trade the anvil and metal for bauxite and a copper pick(s) / copper battle axe, since you need the anvil to make anything with that metal. If you can afford to take an anvil, then taking metal is much cheaper at embark than tools. And on normal DF you are not at all guaranteed to get an anvil in trade until your second fall, possibly leaving you without real weapons/armor for 2 years.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 24, 2009, 09:54:25 pm**

Agreed on the items. As far as skills go, I think the Planter/Weaponsmith, Planter/Armorsmith is the way to go. That's assuming you even want two planners. If you can make do with one (and you can), then you can do Brewer/Weaponsmith, Cook/Armorer, and Planter/Bowyer (or some other skill that's good to get a strange mood off of).

Also if it were me I'd have take an ambusher, probably by combining the Mason and Carpenter. Then the ambusher can be the woodcutter, maybe with a point of something moodable tossed in. That might not be best for a succession game though.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 24, 2009, 10:06:46 pm**

Your suggestion for the carpenter/mason makes a lot of sense, but I do have multiple objections to ambushing:

- 1) I personally love to have a legendary engraver around.
- 2) It goofs the moods up. Although you could dabble your woodcutter/ambusher in blacksmithing or something useful, I suppose.
- 3) If your carpenter has time to do other things, then yes Mason is my suggestion rather than woodcutter. IOW on a map with less than near-infinite trees.
- 4) Ambusher skill is imo something you don't want to waste your embark points on. Sure, woodcutter isn't really vital or useful, it just speeds things up; in fact I would be likely to replace it with something else. However Ambusher just lets your dwarf get closer to prey that might flee before they wack em. There are just better things to spend points on. I find that hunting does little more than net me dead dwarves, unless you train them to near-elite and fully arm them with very nice weaponry first. Giving them a crossbow works fine for a while, except that dwarves have a horrible habit of wacking things over the head the moment they run out of bolts.

Imo hunting is a poor use of a starter dwarf. With farming as it is you can't run out of food, and if I were to make a hunter I'd give him military skills instead. The main issue with hunting tends to be whether the dwarf can survive, not whether it can sneak up on people.

Edit:
As far as planter/Bowyer, what you need to do is give your cook/brewer dabbling crossbowmaking. Just have him make one useless crossbow and he'll be moodable. You already have a proficient weaponsmith to make nice metal crossbows with, and you always have better things to do with wood.

We also need people to stop massing dwarves on one labor like masonry to get their personal projects done. Let's have a pile of useless immigrants be given the job "Mason/Miner" and left with those tasks on 24/7, except when ore needs to be dug. Quality products can be assured by limiting workshop permissions.

I hate in-game cats. My latest setup is 2 Trappers with all animal labors and burial/furniturehaul/animalhaul/refusehaul/cleaning assigned, and two Kennels with Capture Live Land Animal /R on 24/7. Other tasks like training are just piled on. 30 traps from my Carpenter and occasionally assigning vermin to conveniently distant cages has resulted in 0 vermin issues for the entire life of this fort. With that setup, dwarves eat a lot of the vermin (GREAT turnaround from the vermin eating my 1800-each mogjuice/cheese meals!!!!) but cool ones can be tamed by making sure all common ones go to the distant cages and turning tame on. All kitties are in a cage next to the butcher, though I haven't had the heart to slaughter em yet.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **nil** on **November 24, 2009, 10:29:38 pm**

Quote from: The Architect on November 24, 2009, 10:06:46 pm

Taking ambusher is mostly about the free crossbow, bolts, and set of leather armor you get if their profession is hunter at the start. Hunting can be great on the right map and with the right dwarf but it's too unreliable and risky to be an end in itself, definitely wouldn't be worth a starting slot if it weren't for the free items. Usually I'll put that dwarf in the military pretty early on, so a mood-skill isn't necessarily necessary... but novice *smith never hurt anyone.

Also, you're right with the bowyer thing, so long as nobody turns him into a miner or a weaver or something.

Title: Re: Sparkgear Seven - Retarded but Optimistic
Post by: Zifnab on November 24, 2009, 10:36:54 pm

I don't know about everyone else, but once a fort becomes perfectly safe, I tend to get bored and start another fort. On the same lines, grid patterns are nice for efficiency and maximizing the economy, etc., but forts strictly adhering to them tend to play the same. Thats not to say that I don't use some grid aspects in my forts, especially sleeping quarters. But, the variety and craziness was what I loved in reading the first 5 sparkgears. The sixth was crazy as well, just not in a good way. Whichever mod that is used for 8, please god no sof civ or the equivilant. I tried playing one of the late saves and I'm pretty sure I have never died quicker.

Having said that, I think it would be a good idea for someone with efficiency in mind to play the first turn. Just keep in mind that what some may think of as screwing over, others may think of as adding an organic feel to the fort, a necessary part of their project in mind, or simply art desecration.

It shouldn't be that hard to keep the fort open and build an awesome fort though (Unless 8 is like 6, then turtle away). Just bring 10 or so wardogs and throw up a meeting zone at your entrance. No problem with thieves untill you get some basic entrance defences up. In a couple of relentless assault forts I've tried, they have even thrown back several frogman sieges pretty easily. Or you can have a couple of long hallways with bridges at one end. Have a couple of pressure plates linked to the bridges and they will run endlessly back and forth while your fort still is technically open. As well as being truly open to trapavoid creatures unless you also have a lever hooked up and are good at managing lever jobs.

After going through all the other SG threads, I think the biggest need is some rule instated about at least attempting to keep the clutter down.

How about a desert with sand, magma, and an aquifer? That should have pretty low fps requirements as well. I usually don't assign anyone mining and take 6-7 picks so everyone mines for the spring, then gets taken off of mining and does their planned jobs.

Title: Re: Sparkgear Seven - Retarded but Optimistic
Post by: The Architect on November 24, 2009, 11:12:18 pm

Your mining strategy has multiple problems that I won't get into in detail, but in short:
Efficiency
Long-term
Moods

Edit:
I thought the point of the grid was fairly obvious given the other comments made, but I guess not. The grid is just the base of the fort, its backbone if you will. It doesn't restrict creativity in the slightest, just makes sure the damn thing actually functions *before* people get into those things you mentioned.

Title: Re: Sparkgear Seven - Retarded but Optimistic
Post by: Frogwarrior on November 24, 2009, 11:33:21 pm

Hunters running out of bolts can be easily prevented by always making sure their quivers have at least 10 stacks of bolts in them. Just set them to military and off-duty, then make sure that all of your archery targets are unusable by setting the room size to one tile. Sit back and watch him stuff his quiver, then back to hunting. :P

Title: Re: Sparkgear Seven - Retarded but Optimistic
Post by: Zifnab on November 24, 2009, 11:35:14 pm

The starting strategy comes down to personal preference, really the person going first should do what they like, with a little bit of input from others. I definately think we should take a bunch of bauxite. Or at least some nickel bars. As far as the grid...the core being efficient and functional is definately needed, just don't go overboard.

And I do love that archery trick.

Title: Re: Sparkgear Seven - Retarded but Optimistic
Post by: The Architect on November 24, 2009, 11:52:09 pm

That's a nice trick.

However I do feel that a free no-quality crossbow and bolts are quite a useless accomplishment. First: you have to waste a dwarf on ambushing and restrict his other skill to 4. Second, you can just take a bar of bismuth bronze with your proficient weaponsmith and make a better crossbow and use some turtle bones for all the bolts you could want. It's not like 25 bolts are much good.

Title: Re: Sparkgear Seven - Retarded but Optimistic
Post by: sir labreck on November 25, 2009, 12:01:35 am

For the taking turn, things for me: I need an early turn to get it finish (at least one year). My computer have habits to get 20 fps early, on DF Vanilla I could run a 60/75 fort with an river at, 30/40 FPS. Add thing like HFS or other stuff like that and I'll drop to 20 FPS quit easily. I don't bother a second to play at 15 FPS, but in the week I don't have the f**** time to get it done. Turn 3? I have at big maximum, 3h, 6h if the guy before me don't take to much time... Just think about that, for the rest, I'll just play little shot of like, 2hour (maybe 3 or 4 mouth of where the game is...), to fill up other people and avoid a crashing fortress. Clean up stuff ^^

Skill, above ground fort, I say 2 mason at minimum, underground, you need two miner instead... 1 planter could get the stuff done, but that depend if we want an early cloth industry. Because if we have to mine in open quarry, rock craft could be little harder to get done. Cloth could be an good option. A brewer is indispensable, I never mind to get pile of 30 alcohol in the same barrel (early on we will need each log of wood, so skilled planter/brewer/cook are a must). When you get a pile of 5 plump helmet, which turn in 25 alcohol, which turn in a 75 tallow biscuit, lets say you have a really, but really high effective industry ^^

Weapon smith and armourer, no brainer :) Mechanics, depend on the early need of the fortress, so probably yes. A carpenter, I have always ask myself if he worth it... Engraver, soon enough you will got a legendary mason (by fey mood) who will turn in a legendary engraver so fast you wouldn't mind. Just get it if you have room for it ^^

Anvil, if we take it, we forge everything we need, at the end we will balance a little the cost of the anvil (not completely, but, a little... (6/10 at least though). Except that?

Rule, no above ground enforced rule please, I'm sure it make people more disinterested in this fortress than the opposite. Mining should be like real human mining (quarry or shaft, who depend what you mine). Part of the fortress should be underground, let say, rich underground and poor above ^^ Could be interesting :D And finally, what you need as player:

Great player; They tend to get up the fortress on its feet after crash, but too much make things boring
Average player; Couple of death, keep the thing on track, half of the player should be them
Poor player; Lots more dead than we need, always confuse with project, get everything messy but make thing interesting if not too much
Barbarossa(I'm right with the nick name?) like; Talented and renowned to crash the fortress in matter of second, a great player is a must after them to make thing not collapse completely. One or two is more than enough to make the fortress a living legend of its time.

For people who remember, somewhere in SG III all that s*** An important thing is to get people whit good writing style. Get some rp up their and even an great player could be really interesting. For starting the fortress we need one of them (Architect is enough organized to get that done). And average player... after that let Barbarossa get an hand on it ^^

PS: That steel bolt for the ambusher... But we have to judge if it worth it :)

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 25, 2009, 12:10:31 am**

I don't see how we can conscientiously decide who gets to play and who doesn't, but we can decide as a group who to give early or difficult turns to.

I believe one reason for the above-ground rule is the massive map destruction and lag a below-ground succession fort produces.

Yea, it's steel bolts, but still... I fail to see how it's useful. I would rather have someone who can shoot worth s*** than a single stack of OK bolts. And the crossbow, let me say, is useless. Crossbows go by quality, not material, so unless you plan to *let* him bash people with it, it's better to make your own.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **garfield751** on **November 25, 2009, 02:38:03 am**

I would like to sign up for Nov 28th and yes i joined the forums just to be in a sucession game

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **DaPatman** on **November 25, 2009, 09:35:24 am**

Quote from: garfield751 on November 25, 2009, 02:38:03 am
I would like to sign up for Nov 28th and yes i joined the forums just to be in a sucession game

I like you. Not only have you done that, you've joined to take part in a SparkGear fortress.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **garfield751** on **November 25, 2009, 12:40:54 pm**

well ive been looking for a "fun" fort and that if i mess up a-little you guys wont care.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 25, 2009, 12:45:38 pm**

Good thing hehehe

For the player, yeah, we cannot say to someone no and to an another yes. But we can convince some player to join. And a fortress success depend highly on the balance between all of this player. But sure it's more intelligent to get good player at first, and after need someone who would crash the fortress to get interesting thing done :)

PS: No we will not care, as far as you'll not end the fort each time you get a hand on it lol, welcome in hell ^^

Downloading the save to get a look. Just a comment about the map: you flood with magma the basemen -_- This was to be dug out in room and get engraving... The problem with created wall it's we can't engrave them (that stupid IMO). Whatever, what it's done is done. Hope no one will crash the fortress... Will see soon in what shape it's ^^

By Armork, that impressive :) We have 13 champion (love this number). And couple of other thing, but just get them using a weapon, champion wrestler are just fine...

The stock of food are also impressive. Just dig out some room for the nobility and I don't see nothing to add, this fort will be soon be boring if no cataclysm happen soon ::)

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **AlienChickenPie** on **November 26, 2009, 08:02:25 am**

Restricting SparkGear to players deemed worthy by some council of "DF experts" would miss the point of SG. All of the previous SGs, including this one, were at their finest when the fort was at its worst.
An exclusive succession game for experienced players with SG-like turns could be nice, but it wouldn't be Sparkgear

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Katsuun** on **November 26, 2009, 09:46:43 am**

Who has the most current save? I would like to get started.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Danarca** on **November 26, 2009, 10:17:35 am**

Mine is the most recent I think?
Quote from: Danarca on November 24, 2009, 03:04:59 pm
SAVE (<http://dff.wimbli.com/file.php?id=1628>)
MAP (<http://mkv25.net/dfma/map-7498-waxfountain-sgvii>)

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Katsuun** on **November 26, 2009, 10:32:11 am**

Looks good. Unless anyone says otherwise, I'll use this one.

EDIT:Wait, Dancara has the last save. Should I wait for him?

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Danarca** on **November 26, 2009, 11:14:28 am**

Eh?
Well, the guy after me never posted again, and your time is running short, so take mine =/

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Katsuun** on **November 26, 2009, 12:11:34 pm**

Oh wait, I meant Greyjoy, not you. Anyways, I don't think I can do this. The CPU I'm currently on is super slow, and I'm leaving eraly today for a Thanksgiving celebration so I don't think I'll have the time to play anything meaningful. I'll have to skip, sorry.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 26, 2009, 06:24:43 pm**

No one have call for restricting SG to anyone ;) Just say what it's true, a fort success depend highly on who have got an hand on it. A fort too good will be soon boring. But a fort who end after 3 turn is scrap. That hwy we need in majority average player and somewhat bad player, with some exceptionally great player and some exceptionally bad.

But anyways, for the save, I don't know if I would claim it, and the other got 1:36h left.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **darkflagrance** on **November 26, 2009, 06:57:25 pm**

I noticed we got ogres (with !!xXunderwearXx!! no less!!!) but did we manage to trigger giant invasions?

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 26, 2009, 07:08:58 pm**

Quote from: darkflagrance on November 26, 2009, 06:57:25 pm
I noticed we got ogres (with !!xXunderwearXx!! no less!!!) but did we manage to trigger giant invasions?

Page 43, Darnaca's turn.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **DaPatman** on **November 26, 2009, 07:52:52 pm**

I believe it's time for me to download the save again. My goals for this turn are twofold:

- ~~1. Provided the fortress is running smoothly enough, finish the execution tower I started building on my other turn. (For no reason other than because I can and so that I can get some practise building towers, since this is the first one I've ever built.)~~
2. Avoid letting treants get stuck in the courthouse. Again.

EDIT: That's a hell of a lot of floors awaiting construction. Looks like my tower will have to be abandoned unless we have enough masons to get the job done in a ridiculously short period of time. Goal 2 still stands, though.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 26, 2009, 09:36:06 pm**

Whatever is being constructed, the real challenge is the distance of the stone, *not* the number of the masons. In fact, for a quick building time you should order the necessary stone hauled to the site by your unskilled laborers and let the real Masons do the building.

In this case the construction has already been ordered and your only chance to make it really fast is to cancel some of it and move stone in before re-designating it.

Edit: The main point of comments like these is not to be a know-it-all ass, but to keep the fort moving smoothly by avoiding mistakes like turning Masonry on for all of our dwarves (which is how the fort was handed to me). Not only does that kill our moods, but it actually *slows down* the projects.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **DaPatman** on **November 27, 2009, 11:18:53 am**

I'll have to see how close the stone is before I do that. (I haven't started the turn yet, I'm savng it for the 3-and-a-half-hour train journey home I'll be going on in about an hour.)

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 27, 2009, 12:30:19 pm**

Good luck, we are closing on the end ^^ Someone should start doing a fucking world device :) So At the global end we could at least make all the world being flooded by magma ::) Or something like that, SG VII don't have to die (but it will be more, appropriate, tough).

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 27, 2009, 01:33:33 pm**

Flooding the glacier with magma might have odd results.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Heron TSG** on **November 27, 2009, 01:46:31 pm**

I'm working on the mod for SGIIX, and it is looking good. So far it's a heavily modded relentless assault with a whole lot of quirks.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 27, 2009, 01:58:18 pm**

Quote from: Barbarossa the Seal God on November 27, 2009, 01:46:31 pm
I'm working on the mod for SGIIX, and it is looking good. So far it's a heavily modded relentless assault with a whole lot of quirks.

Sounds awesome! I'm very curious, but I won't ask you to ruin the surprise.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **darkflagrance** on **November 27, 2009, 02:20:03 pm**

You should also consider including Orcs, at least.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 27, 2009, 06:48:42 pm**

The creation of a hostile above-ground environment was very effective in the last mod we played. And the inclusion of some rather massive enemies like treants meant that a slew of overequipped champions wasn't enough to keep us safe. It was nice but the sheer volume of clutter created by bad management was a detriment. At the least, we need a protected caravan path when using such mods, so we won't have quite as huge piles of crap. And a fighting area where we can easily dispose of enemies' equipment would be optimal.

Courtyard of Death, anyone?

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Zifnab** on **November 27, 2009, 07:00:54 pm**

isn't it SG VIII. Also, is there any way to mod the enemy civs to drop less clothing? Would give us less free stuff to trade, but reduce clutter.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **DaPatman** on **November 27, 2009, 07:31:34 pm**

And I'm done.

Stuff I wrote in Notepad while taking my turn:

Fun fact: this is the first time I've played with the economy active. Normally, I don't even have it turned on.

Stopped the food stockpiles next to the farmer's workshop from accepting lye and dye.

Speaking of which, we don't have a dyer's shop. I've ordered the construction of a bucket so one can be built.

Why was one of the bedrooms a garbage dump? That make less than no sense.

The reason I mention that is I've decided to build both my tower and the path of floor tiles leading from the edge of the map, since the former only uses up two masons at a time due to the way I'm building it.

The dyer's shop has been built next to the loom. A cloth and dye stockpile has been designated surrounding them.

Lizardman siege. There are squads on all four sides of the map. I wish there was a mass suspend construction designation.

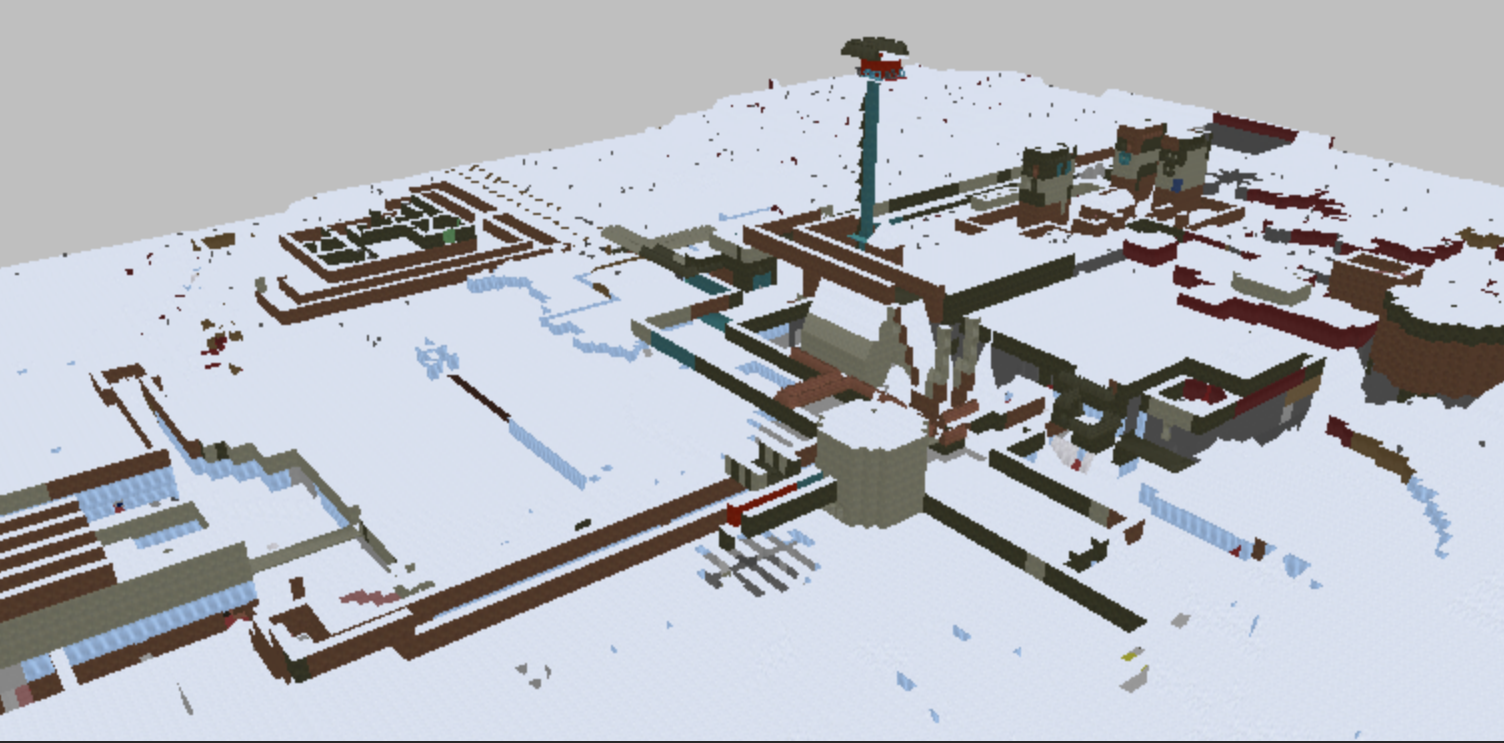
How boring. I didn't even get to use the drop trap. On the other hand, that's the first time I've successfully repelled a siege! (Assuming the treants getting stuck in the courthouse doesn't count as a success, that is...)

Only one casualty. Sadly it was unavoidable, he ran into a dead end being chased by an entire squad. The squad was being picked off by archers from a distance, but it wasn't enough.

And I'm done. I only played about a couple of months due to low FPS, but I feel I did enough to warrant passing on the save. If anyone wants to finish my tower, there's a bunch of water boulders on the ground floor. If you want more, they're on a garbage dump zone, so you can just set some more to be dumped. Just turn off the other garbage dump zone first.

Save. (<http://dffd.wimbli.com/file.php?id=1640>)

Spoiler: Visual Fortress view: (click to show/hide)



Map tomorrow. Maybe.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **darkfragrance** on **November 27, 2009, 08:55:51 pm**

Quote from: Zifnab on November 27, 2009, 07:00:54 pm

isn't it SG VIII. Also, is there any way to mod the enemy civs to drop less clothing? Would give us less free stuff to trade, but reduce clutter.

It's simple: just delete the relevant clothing entries from their entity file. Just don't play in cold environments because the clothing (mainly mittens) actually helps prevent cold damage in them. I've already done this for my personal mods.

Alternately, if we're only sieged by monsters like werewolves and treants, there will be no leftovers other than corpses (theoretically, we could mod in Elder Snailmen sieges and have no leftovers whatsoever).

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **garfield751** on **November 28, 2009, 01:13:18 am**

i guess im up now

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 28, 2009, 10:36:02 am**

You took your chance garfield?

For flooding the glacier with magma, did I care a second, hen, naaaaaaaannnnn! It's not just like we will use this world agains :p

Just keep a safe patch for adventurer to came :)

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 28, 2009, 03:18:52 pm**

You'll just get an obsidian cap over the whole place first, as the ice melts, magma falls into water, and hardens. Not as interesting and upredictable as I was thinking at first, but it will slow your magma flow tremendously. At the least let's do it right and have a huge surface reservoir which we empty all at once. We don't want it evaporating 1/3 the way across the map.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **garfield751** on **November 28, 2009, 06:58:00 pm**

i didnt get verry far but heres a list of notes i took

Sparkgear 7

the fortress is really busy barely enough dwarves to keep the injured from dieing.

i designated some bar stockpiles to free up the smelters

i desginated some iron carp to be melted down

the hammerer starved to death although i cant locate where he is

not much i can really do here because of the lack of manpower to make new constructions

i cant find the water makeing thingy

i found the hammerer's corpse its in a coffin...

the fortress is running smoothly considering the layout

bar stockpile is full im going to make alot of bins

most of the bars are coke...odd

2 children are at the glass furnace... wait a minute

Save:
<http://www.megaupload.com/?d=FETOQN6G>

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Heron TSG** on **November 29, 2009, 08:39:06 pm**

I'll have SGIIX up by tonight.

(it COULD be SGVIII, but they mean the same thing and I prefer the one with the least I's as a general rule)

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 29, 2009, 09:36:15 pm**

Didn't want to say anything until it came to this, but you're technically incorrect Barbarossa. The Roman numeral system clearly uses VIII. I didn't think it made sense either when I learned about it but it isn't like our opinion can change ancient history. You'll just look silly or ignorant if you go against it :(

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Heron TSG** on **November 29, 2009, 10:26:43 pm**

I like to think of myself as a visionary. Can't waste all of the world's **I** supply, you know!

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **November 30, 2009, 03:20:27 am**

Quote from: Barbarossa the Seal God on November 29, 2009, 10:26:43 pm
I like to think of myself as a visionary. Can't waste all of the world's **I** supply, you know!

That's certainly a somewhat valid point of view, but don't you worry about how you will be perceived? And how the rest of us will be perceived for participating in such a farce? You must make it very obviously a joke, or the joke will be on us! ;)

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Zifnab** on **November 30, 2009, 12:22:52 pm**

Have any of you played Sean Mirrsen's modpack before? I'm trying my first game with it and one component seems like it would fit well in a sparkgear game.

- Added a godawful amount of godawful creatures. They've been somewhat balanced by reducing their numbers and frequency, and also increasing their value for better rewards when you do defeat them. The exact variants are Demon (faster, evil, glows), Dire (larger, tougher, savage), Giant (slow, big and tough), *man (slightly stronger), and any combination of these except Dire and Demon together.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **sir labreck** on **November 30, 2009, 12:50:57 pm**

Maybe it will be good. But I think Barbarossa is enough suicidal to have create a really great mod :)

For this: SGIIX In French it seem clearer, in fact that an ugly way to write 10. Because, if we check it we have:

1+(10-1)
I IX

Not to confound (10-2) you just subtracts the immediate number before.

You are incorrect and not even just a bizarre way to scribe it lol. Some number have many way to be written: 1999: MIM or MCMXCIX which is, you know, complicated. The roman use the second way, but the first is more simple.

Conclusion: VIII ^^

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Zifnab** on **November 30, 2009, 04:03:34 pm**

As long as the spirits of fire are left untouched I'll be happy. Barbarossa could even include the dragon swarms from Dwarf Fortress Extended Mod which are still the single fastest thing I have died from and I would be fine, just not SOF civs. Tentacle demons can't fly though.....

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **darkfragrance** on **November 30, 2009, 04:08:57 pm**

Be warned: [building destroyer 2] kills fps, as I'm sure we noticed with the trent fiasco...

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **DaPatman** on **November 30, 2009, 08:54:04 pm**

Quote from: garfield751 on November 28, 2009, 06:58:00 pm
the hammerer starved to death although i cant locate where he is

He was in a cage.

Quote
2 children are at the glass furnace... wait a minute

Yeah, I was surprised at that, too. I didn't know children had glassmaking turned on.

Quote
Save:
http://www.megaupload.com/?d=FETOQN6G

Why haven't you used the DFFD (http://dffd.wimbli.com/index.php)? Everyone else did.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Heron TSG** on **November 30, 2009, 08:58:18 pm**

Finishing up the mod, the topic will be up shortly. Turn one is MIEN.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Akigagak** on **November 30, 2009, 09:00:48 pm**

I'd say dib's on turn two, but I've read 3 of the other Sparkgears, as well as this one.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **abculatter_2** on **November 30, 2009, 09:07:52 pm**

If there's going to be a new one I call second turn, regardless of the impossible absurdities!

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Kyronea** on **November 30, 2009, 10:18:43 pm**

I call third turn. I've been reading Sparkgear stuff for awhile now, and since apparently newbies are welcome, I'm eager to toss in my hat and see what kind of crazy stuff happens.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **December 01, 2009, 12:28:17 am**

I called second turn something like 4 pages ago. Sorry everyone! It's mine, if we can indeed call them.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Kyronea** on **December 01, 2009, 12:31:28 am**

Quote from: The Architect on December 01, 2009, 12:28:17 am
I called second turn something like 4 pages ago. Sorry everyone! It's mine, if we can indeed call them.
Fair enough. I'm fine with fourth turn then, since Brak Obama has fair claim to third.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **Heron TSG** on **December 01, 2009, 12:55:03 am**

New topic up. Save up tomorrow.

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **garfield751** on **December 01, 2009, 01:00:23 am**

Quote
Save:
http://www.megaupload.com/?d=FETOQN6G

Why haven't you used the DFFD (http://dffd.wimbli.com/index.php)? Everyone else did.
[/quote]

i dont have a account there

Title: **Re: Sparkgear Seven - Retarded but Optimistic**
Post by: **The Architect** on **December 01, 2009, 01:39:19 am**

Just make one. They don't even use ads to power the site, so there are zero negative side effects. You can use the same name and password as you do for this forum to make it easy.

Bay 12 Games Forum

Dwarf Fortress => DF Community Games & Stories => Topic started by: Heron TSG on December 01, 2009, 12:54:24 am

Title: **Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 01, 2009, 12:54:24 am**

Sparkgear 8

Turns

- Tues, 1 Barbarossa
- Wed, 2 The Architect
- Thur, 3 Abculatter_2
- Fri, 4 Kyronea
- Sat, 5 BKWM
- Sun, 6 Danarca
- Mon, 7 Lord Shonus

Turns

- Tues, 8 Hortun
- Wed, 9 TheCatfish
- Thur, 10 Regalia
- Fri, 11 sir labreck
- Sat, 12 Open
- Sun, 13 apeiron12

Turns

- Mon, 14 Barbarossa
- Tues, 15 Barbarossa Dos
- Wed, 16 LordShonus
- Thur, 17 DaPatman
- Fri, 18 Hortun
- Sat, 19 Kilowatt

Turns

- Sun, 20 LordNuts
- Mon, 21 Open
- Tues, 22 Hortun
- Wed, 23 Open
- Thur, 24 Kyronea
- Fri, 25 Carcer

Turns

- Sat, 26 Open
- Sun, 27 Open
- Mon, 28 Open
- Tues, 29 Open
- Wed, 30 Open
- Thur, 31 Open

Metagame Rules

1. This is the eighth succession game in the SparkGear line. Each turn is 24 hours, and changeover occurs at 9pm PST (5am GMT), due to people complaining about the weird changeover time. The game uses a mod made by myself, Barbarossa, using Relentless assault, the Orc Mod, and a few tricks of my own. You can download that here (<http://dffd.wimbli.com/file.php?id=1645>).
2. Turns are reserved in advance, on a first-come-first-served basis. Newbies and veterans alike are invited. You may also ask to be a replacement for a given day or name a dwarf. To keep things fresh and reliable, slots are opened seven at a time, every Tuesday.
3. When it's your turn to play, make sure to post something in the thread so we know you're alive. If you don't post something the day before your turn, or within 6 hours of changeover, it is considered forfeit.
4. If you're going to finish late, request an extension from the next player in line. If no request is made, the turn is considered forfeit 3 hours after the changeover time.
5. If your turn has horrid FPS, try to raise that.
6. A forfeit turn may be claimed by the first person who asked to be a replacement for that day. Signing rules still apply.
7. If neither the assigned player nor the replacement show a life sign, the first player to ask for the turn after their time is up receives it.

Game Rules

1. Don't shut in, an impenetrable fortress is boring to watch and produces no Fun.
2. Leave an open path at ALL TIMES between the exterior and the main fortress centers. (farms, beds, dining hall)
3. Try not to ruin the FPS.
4. Beware blue stones. The Prophet Barbarossa has forewarned us that certain varieties of blue stone are very dangerous in these parts.
5. DO NOT ZERG RUSH. If they aren't goblins, this tactic is disastrous. I know. I tried.
6. Barbarossa can edit the rules later.

Megaprojects

We all love them, but focus on survival first.

This mod is intentionally messed up. Do not cry if something you planned doesn't work out because you're not used to certain items working like they do.

BEWARE THE BLUE ROCKS! I don't even know what they'll do now that I messed with them.

There is no magma, but some *rather hard blue metal*.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Kyronea** on **December 01, 2009, 01:03:09 am**

But but but...my pretty microline thrones! :(

Also: I'm eager to see how things get going. This'll be fun on the bun.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **The Architect** on **December 01, 2009, 01:41:39 am**

OOOook let's see how something like this goes with *Barbarossa* running it!
;D

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **BKWM** on **December 01, 2009, 02:21:54 am**

Ok i can't resist. Can I have Saturday?

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Danarca** on **December 01, 2009, 08:35:31 am**

Grabbing the earliest turn possible :D

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **DaPatman** on **December 01, 2009, 10:52:14 am**

A SparkGear run by Barb using a mod made by him? This should be Fun(TM).

I shall wait until next week to claim a turn.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Lord Shonus** on **December 01, 2009, 01:40:47 pm**

I'll take the 7th.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **TheCatfish** on **December 01, 2009, 03:45:41 pm**

I'll give it a shot, don't know how well it will turn out though with me running things. Expect little.

EDIT: ~~Forgot to say a day, Can I grab Wed 9th.~~

EDIT 2: Nevermind I'll wait for the next slots to open.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Grendus** on **December 01, 2009, 03:58:25 pm**

I might take a turn next week, after finals. Right now I'm under so much stress I want to magmatize a few of my professors. I play too much DF.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Hortun** on **December 01, 2009, 04:08:04 pm**

I'll take a spot! :D

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **stolensteel** on **December 01, 2009, 04:11:08 pm**

Quote from: Grendus on December 01, 2009, 03:58:25 pm
I might take a turn next week, after finals. Right now I'm under so much stress I want to magmatize a few of my professors. I play too much DF.

Ditto.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **sir labreck** on **December 01, 2009, 05:04:54 pm**

Want Monday, will see how the fortress start ^^

No magma but blue rock, interesting :p

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **The Architect** on **December 01, 2009, 05:46:42 pm**

Quote from: Grendus on December 01, 2009, 03:58:25 pm
I might take a turn next week, after finals. Right now I'm under so much stress I want to magmatize a few of my professors. I play too much DF.

Iratus Mcfee has mandated the construction of certain goods. (Make Term Papers, 2/2)
Iratus Mcfee cancels Eat: too injured.
Iratus Mcfee has died in the heat.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 01, 2009, 09:38:29 pm**

Quote from: sir labreck on December 01, 2009, 05:04:54 pm
blue rock, interesting :p

I don't just mean the metal. EVERY blue rock.

save up (<http://dffd.wimbli.com/file.php?id=1650>). ~~in an hour or two.~~

Do NOT open the hall of Microcline. I had to set up an emergency barrier to hold it all in. Do not tread on the interior either, as the rocks are beginning to melt.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Kyronea** on **December 01, 2009, 11:41:57 pm**

So what all is at this site, other than the chasm?

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 01, 2009, 11:44:00 pm**

Horrible beasts, antmen, naked moles, underground water, and a WHOLE LOT of mean things lying in wait. (can't spoil it!)

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Zifnab** on **December 02, 2009, 06:02:44 am**

Tried downloading the save to take a look before it got too crazy. I'm getting the same file and save linked in the first post, i.e. before you actually did all of the first turn.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **100killer9** on **December 02, 2009, 08:19:32 am**

Can I go on the next available weekend?

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 02, 2009, 08:39:10 am**

Quote from: Zifnab on December 02, 2009, 06:02:44 am
Tried downloading the save to take a look before it got too crazy. I'm getting the same file and save linked in the first post, i.e. before you actually did all of the first turn.
huh? The one in the first post is the mod, the second is the save.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **DaPatman** on **December 02, 2009, 08:44:38 am**

So what do the blue rocks actually do?

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 02, 2009, 08:48:45 am**

Uh, well...

That's a good question. At the moment, the microcline rocks are damaged and beginning to melt after having been on fire and smoking for half a season.

Not sure about the other ones yet.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Zifnab** on **December 02, 2009, 10:01:20 am**

Quote
huh? The one in the first post is the mod, the second is the save

What I am saying is that if I download the first, and I download the second, they are the same file. Both are 27.69 MB, are the full mod with two worlds genned, and both have only one fortress going, region 2, and appear to be the exact same save game.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **calrogman** on **December 02, 2009, 11:08:18 am**

Quote from: Barbarossa the Seal God on December 02, 2009, 08:48:45 am
At the moment, the microcline rocks are damaged and beginning to melt after having been on fire and smoking for half a season.

Oh Armok...
You have struck Microline!
Urist McMiner has died in the heat.
Urist McMiner'sCat has drowned.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Kyronea** on **December 02, 2009, 11:54:04 am**

Quote from: calrogman on December 02, 2009, 11:08:18 am
Oh Armok...
You have struck Microline!
Urist McMiner has died in the heat.
Urist McMiner'sCat has drowned.

Well, we could always make a microline steam bath...

You know, for the elves...

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Regalia** on **December 02, 2009, 12:21:55 pm**

That would be my first sparkgear, but I'll gladly join.

You can do wonders in 24h. Or not.

I would prefer to play after wednesday next week (say, 10th). If the fortress still stands that is.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **sir labreck** on **December 02, 2009, 12:56:09 pm**

It should stand, so just for people mind, I will probably take, like Thursday, later than that, the fps will be horrible, and my new pc, just ready for Christmas :) So if I want drowning elves with blues rock, I need a steady fps :p

Thing should get really interesting :D

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Kyronea** on **December 02, 2009, 03:10:40 pm**

Oh, one thing: next player should probably get a trade depot up as soon as possible. I was watching the save Barbarossa put up just to see how fast the microcline would melt, and I noticed that once the first caravan showed up, they sorta ended up berserk or something because they couldn't leave the map somehow. (Dunno why...might've just been the ridiculously crazy elevation in the area.)

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **The Architect** on **December 02, 2009, 06:26:03 pm**

So you basically broke microcline while modding it, Barbarossa? Why include that in our game, anyway? It is something you can easily undo and probably should.

It's my turn now but from all the comments I don't know what to do about the save.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **DaPatman** on **December 02, 2009, 08:42:46 pm**

He gave it an ignite point of 9000. I'm not sure if removing this would require a regen.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Zifnab** on **December 02, 2009, 09:01:04 pm**

It can only ignite and melt after being mined though, right? If thats the case we just need to avoid the microcline. Since it doesn't occur in layers its more a hassle than anything game breaking.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Kyronea** on **December 02, 2009, 09:23:00 pm**

Now, I dunno if this is because I installed the Mayday graphic pack on this install or not, but the microcline doesn't seem to be melting for me. It's mostly just getting mangled; it's been a year and still no melting.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 02, 2009, 09:32:29 pm**

It melts eventually, according to my tests on a volcanic island.

Quote from: Zifnab

a hassle

No, a TOOL!

Quote from: The Architect

So you basically broke microcline while modding it, Barbarossa? Why include that in our game, anyway? It is something you can easily undo and probably should.

If I meant to make every rock completely safe, I wouldn't make them ignite at below room temperature, now would I?

I say play. As long as you don't mine the microcline, it won't smoke.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Kyronea** on **December 02, 2009, 10:00:47 pm**

Not for me. It just all mangled away or something.

Hilariously the dwarfs are all sitting there starving and somehow an orc siege gets started, even though everyone's starving, the marksdwarf is already dead, etc. Funny. (I'm just going to watch the rest of this to see where it goes. Obviously non-canon.)

EDIT: Well that didn't take long. They're all dead.

Architect, what's going on in the real fortress?

EDIT EDIT: I decided just for the funnies to reclaim and apparently all the orcs are now friendly. Does that happen in Relentless Assault, or did you do something, Barb?

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Lord Shonus** on **December 02, 2009, 10:39:39 pm**

That's a known bug in the game itself.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **The Architect** on **December 02, 2009, 10:47:09 pm**

It serves no purpose as far as I know. Why have it? I don't think changing it requires a new world gen.

Again, does anyone know if there is a viable save? As far as anything with a broken RAW is viable?

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 02, 2009, 10:56:31 pm**

Architect, if you can't handle the mod, just give up your turn. I'm tired of you saying that the mod is unplayable, because I very easily made it through my entire turn. I'm not going to have you edit the RAWs just so that you don't have to deal with a single variety of

burning rock.

(PS: It seems only microcline saved in edited form, which means that all the other blue rocks are safe.)

Abculatter_2, here (<http://dffd.wimbli.com/file.php?id=1650>) is your save.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **The Architect** on **December 02, 2009, 11:14:25 pm**

Quote from: Barbarossa the Seal God on December 02, 2009, 10:56:31 pm
Architect, if you can't handle the mod, just give up your turn. I'm tired of you saying that the mod is unplayable, because I very easily made it through my entire turn. I'm not going to have you edit the RAWs just so that you don't have to deal with burning rocks.

Well, this is going to be rude. But here goes: stop being an ass, Barbarossa. No one said your "mod" was unplayable. Therefore, I'm not sure what you are tired of. I didn't ask permission to fix the raws to help me make it through my turn. I *did* ask the group in general what they thought of this apparently pointless bug you've created. I've never lost a fort, and unlike you I didn't lose large numbers of dwarves due to incompetence during my turn in the last Sparkgear. So a little less of the ass-ishness, alright? Now I hope we both got that out of our systems.

What I asked for was for someone to tell me where to get the valid save for my turn. Anyone who can help with that? I still haven't started because no one has directed me to the save, despite my requests. I hope this doesn't sound like an accusation to the rest of you; in fact it is Barbarossa's responsibility as both the host and the last player to help me out here.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 02, 2009, 11:40:59 pm**

Quote from: The Architect on December 02, 2009, 11:14:25 pm
Here goes: stop being an ass, Barbarossa. No one said your "mod" was unplayable. Therefore, I'm not sure what you are tired of. I didn't ask permission to fix the raws to help me make it through my turn. I *did* ask the group in general what they thought of this apparently pointless bug you've created. I've never lost a fort, and unlike you I didn't lose large numbers of dwarves due to incompetence during my turn in the last Sparkgear. So a little less of the ass-ishness, alright? Now I hope we both got that out of our systems.

The save was linked in the last post as well as on page 1. I'm sorry for not making it bigger, that was indeed my fault.

Quote from: The Architect on December 02, 2009, 10:47:09 pm
Again, does anyone know if there is a viable save? As far as anything with a broken RAW is viable?

This is where I assumed you were being an ass, because I didn't realize that I hadn't made the link noticeable enough. It sounded a LOT like you were saying that the save I linked wasn't playable, and that I 'broke' the RAW. People saying something is broken generally means that they want to 'fix' it.

However, I'm wondering what I did in the last SG that killed all of our dwarves. As far as I knew, the only dwarves that died were 2 miners who died in a collapse.

On the topic of this 'pointless bug', I actually think there could be some great uses for it. For example, you could drop a hundred units of flaming stone onto an elven caravan. You could even throw the stones from a drawbridge. If you wanted, you could even use them to help dam a river. (There is one, by the way!)

Sorry for coming off as an ass, I was just misunderstanding your post.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **The Architect** on **December 03, 2009, 12:13:10 am**

It would help a ton if you just post the saves instead of editing them in later. I found one, going to use it. I still fail to see how friendly comments led to this catty bout of sarcasm and rudeness. I really was looking forward to what would happen when you ran this, like I said. It's a real shame that you took out your frustration from everyone's comments about the rock mod on me. Let's not go there in the future, alright? I wasn't much better, but I didn't start it either.

Let's see what we have!

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 03, 2009, 12:42:08 am**

Well, unfortunately your turn ended. However, since you missed your turn based on my mistake, you get to pick and choose your next turn from any day between the 8th and 31st. If someone drops out this week, you could choose to take that turn instead, and have normal priority for the later weeks, as opposed to high priority.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **The Architect** on **December 03, 2009, 01:48:45 am**

Nah, I really don't care. I'll let this one fizzle out on its own.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Kyronea** on **December 03, 2009, 02:17:13 am**

Quote from: The Architect on December 03, 2009, 01:48:45 am
Nah, I really don't care. I'll let this one fizzle out on its own.

If you'd like, you can have my turn. I'm willing to wait, especially since you're much more experienced than I am, and thus would be able to put together a much firmer foundation.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **The Architect** on **December 03, 2009, 02:56:03 am**

Quote from: Kyronea on December 03, 2009, 02:17:13 am
Quote from: The Architect on December 03, 2009, 01:48:45 am
Nah, I really don't care. I'll let this one fizzle out on its own.
If you'd like, you can have my turn. I'm willing to wait, especially since you're much more experienced than I am, and thus would be able to put together a much firmer foundation.

That's extremely considerate and complimentary of you, Kyronea! I think you should keep your turn, though. In fact I believe since ABC never showed up to claim his turn, the rules dictate that it is your right to claim his turn too. Given your offer and the rules, I think I'll go ahead and take it.

Edit: Barbarossa, I don't see how you want us to use the burning abomination. Could you explain? I dont think dwarves can carry it around to dump it on elves and such as you suggest without catching on fire themselves, and I don't currently see how burning dwarves

are a "tool"? Now if we had carts or smart dwarves who wouldn't just grab it with their exposed plant fiber mittens, it might be different. Am I missing something?

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Kyronea** on **December 03, 2009, 03:03:54 am**

Okay. That works.

As for the microcline, unless there's just something fundamentally different about my install thanks to the Mayday pack--which shouldn't be the case--my tests with the microcline show that all it'll do is smoke a whole lot and mangle itself to gone. It never boiled and I mined out an entire cluster to test.

So...it may actually be useless; probably when Barb saw it boiling, it was due to the higher temperature in the region he tested it in.

Could be useful for a smoke trap if that's somehow useful in any particular way. Otherwise...I think it's just a nuisance.

But as I said, don't take my word for it. I'd recommend more testing.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **The Architect** on **December 03, 2009, 03:59:58 am**

OK, just looking around. Won't have time to play tonight, as late as it is.

Looks like a very basic fort, 7 dwarves and no broker/appraisal in 25th of Granite, Spring. This is the latest save, so I assume it's what you want me to play with.

Skilled Miner/novice appraiser/novice ...organizer? Job: The Prophet.
Carpenter/various dabbling socials/dabbling masonry
Skilled Woodcutter/various dabbling socials
Mason/novice miner/dabbling socials
Cook/Herbalist/dabbling mason/dabbling socials
Brewer/Grower/dabbling socials
Marksdwarf/Ambusher

So... no comment on the embark. I assume you were intentionally "challenging" us by providing a relatively useless group. Challenge accepted...

2 dogs, horse/muskox from wagon.
pile of turtle. yay!
drinks of course.
At this point I name "The Prophet" as our broker, so that the stocks menu will function properly
To continue:
~4520 created wealth
16794 imported
Ambusher crap, noquality xbow/bolts/excuse for armor
an anvil! woot.
Some plump helmet, and some plump helmet seeds. Don't expect much from the farmers! We won't have syrup roasts or the like for the first trading session.
A very plain little dig-in into the side of the mountain, a 2-wide corridor with the miners digging out what appears to be basic living quarters and a dining room (currently used for makeshift storage) and designation for a looong up/down stair leading to a proper 3-tile entrance at ground level. Looks like Barb wanted to just start us with a (relatively) safe place to stick the dwarves, away from the wildlife, and leave the rest to us.

I'm not a big fan of the whole shoot-yourself-in-the-foot-for-a-challenge embark idea, but we play with what we're given. Tomorrow, our epic quest begins! Don't be surprised to find things greatly changed from the current layout in a month or two.

One last note: Our critters list includes many antmen and naked mole dogs along with a few marmots and gremlins, but nothing actually dangerous like trogolodites. Here's hoping we have a GCS!

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 03, 2009, 09:15:16 am**

Quote from: The Architect on December 03, 2009, 03:59:58 am
So... no comment on the embark. I assume you were intentionally "challenging" us by providing a relatively useless group. Challenge accepted...

Actually, that's my average embark. One to mine, one to build, one to gather wood, one to farm, one to harvest, a brewer/cook, and a marksdwarf.

PS: There are more dangerous things than GCS lurking in the depths, assuming that they work right. (They should, as I didn't mod *much* on them.)

Also, I've noticed that the microcline doesn't seem to burn anyone in this region. I tested 7 dwarves standing in a microcline deposit for three hours, and none caught. This part of the mod was a failure, but I suppose we could still use it for decoration in smokestacks, dragon snouts, and the like. Alternatively, you could mod it to normal, as there is no point to having a smoking nothing other than for aesthetics.

I'll make a poll.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **DaPatman** on **December 03, 2009, 11:11:16 am**

Liking the results of the poll so far.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **TheCatfish** on **December 03, 2009, 11:23:15 am**

Very dwarven voting.

Microcline is about to get a whole lot worse it seems...

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Kyronea** on **December 03, 2009, 02:27:30 pm**

I'm guessing my turn starts later today, correct? If so, I'll be able to snatch it as soon as I get home.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **sir labreck** on **December 03, 2009, 05:16:36 pm**

Burn baby, burn! For the embark, just think we are use to different set, I personally preferred 2 miner, a cutter/carpenter, etc.... Other will find it challenging, me not.

Just don't mess with anything too much, try keeping the fort clean, get note on lever and don't get a bad fps (it's not because you have the best pc in the world that other have also ;))

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **abculatter_2** on **December 03, 2009, 06:30:25 pm**

Did you guys already skip me?

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **Heron TSG** on **December 03, 2009, 06:54:52 pm**

Technically, you still have until 9 PST (5 hours from this post.)

I'll mess with the RAWs a bit until I can get microcline to really burn. Once I do, whoever is playing will just need to edit the microcline section of the matgloss_mineral_stone file to my specifications.

Will be testing for now.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **abculatter_2** on **December 03, 2009, 08:37:43 pm**

Well, go ahead and skip me, then. I don't have enough time to do much, and I'd really rather do something other then DF right now (I've been playing this (<http://www.bay12games.com/forum/index.php?topic=45563.0>) fortress for a few hours now).

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **Heron TSG** on **December 03, 2009, 08:55:17 pm**

Kyronea, you're up. HERE (<http://dff.d.wimbli.com/file.php?id=1650>)is the save.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **The Architect** on **December 03, 2009, 09:40:08 pm**

ABC, I think the turns were originally up wrong, and then Barbarossa fixed em. I thought my turn was yesterday and yours was today, but yesterday he was saying *that* was your turn. I stepped up since you didn't show, but I didn't get anything done. I went out to eat with a girl for 4 hours instead of coming home to work on my turn.

I would vote that ABCulater gets a chance, and the turns just move back. But that's only one vote. Everyone would need to agree.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **Heron TSG** on **December 03, 2009, 10:13:48 pm**

No, my turn was on the 30th and 1st, then it was you, but you couldn't find the save. Today it was abculatter, but he was working on another fort. He forfeited the end of his turn, and it is now 2 hours away from the turn of the 4th, which is Kyronea.

I had said yesterday was his turn because it *sounded* like you were giving up by saying the save wasn't viable.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **Kyronea** on **December 03, 2009, 10:32:53 pm**

So, wait, did Architect do anything at all? I'm confuzzled.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **Heron TSG** on **December 03, 2009, 10:35:10 pm**

No, he didn't because I didn't make the save noticeable enough, causing him to miss it.

However, your turn officially starts in an hour and a half. Feel free to start now.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **Kyronea** on **December 03, 2009, 11:03:56 pm**

Er, okay then. I shalt go ahead and see what I can do. (Which is to say, probably get all our dwarfs killed...)

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **Heron TSG** on **December 03, 2009, 11:27:49 pm**

If you get them killed, it doesn't matter. Reclaim if you need to.

(A lack of death would be preferable though, as not all the dwarves are friends at the moment.)

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **The Architect** on **December 03, 2009, 11:45:26 pm**

Turns normally start at a certain time for SG, and if I'm not mistaken that was 5 hrs, 45 minutes ago. Maybe that is why I'm so confused?

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **Hortun** on **December 04, 2009, 12:00:42 am**

Er, so after monday, will the next week of entrants be chosen from the posts after the monday update or just the next people who posted that they wanted in?

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 04, 2009, 01:09:46 am**

During Sunday or later, people can start claiming spots for the week.

Also, the reason for the confusion is that I switched the time zones. Everyone was complaining about using GMT+22, so now we switch over at 9pm Pacific Standard Time. (GMT -8)

I figure that that'll give a good balance between the Australians and the North/South Americans of the forum.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Kyronea** on **December 04, 2009, 10:49:47 am**

Okay.

Last night after staring at it all bleary eyed I went to sleep without doing anything. So today I'm going to work on slapping together some foundations, like a workshop level, a farming area, and a few basic trap defenses.

EDIT: Oh hey, check it out, found the river. Naturally, it slices right through my workshop layout.

EDIT EDIT: Death toll now stands at three. First I turned the marksdwarf into a hunter because I figured I could take out the naked mole dogs near the only outside farming area. Naturally I missed the giant mole who proceeded to kill him and one of our woodworkers. (Said mole was killed by the other woodworker.)

Then I forgot that all creatures can move diagonally, so an olmman snuck in from the river and killed one of our miners. :-\

EDIT EDIT EDIT: Four dead(Farmer to Antman.) I'm starting to think I dunno what I'm doing here...

EDITx4: Yay migrants. Boo antman killing one.

EDITx5: Wow, my farmers just keep getting nailed by antmen. (That is, this one was being chased and dodged into the chasm.)

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **DaPatman** on **December 04, 2009, 01:15:26 pm**

You've not done as bad as I did in SGVII, when I lost almost the entire military to a treant siege.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Kyronea** on **December 04, 2009, 01:21:25 pm**

Kay, at this point, given how my dwarfs keep getting attacked, and I feel more or less like I dunno what I'm doing, I'm just going to upload now, from Winter 201.

Not much was done really...just a workshop and a bedroom level. Workshop level accidentally pierced the microcline, but since it's just smoking away, I'd just ignore that part of the workshop level till it's all gone and then use it.

Here's the file:
<http://dffd.wimbli.com/file.php?id=1653>

Note that the lever isn't yet fully hooked up to all the spikes, thanks to mechanisms being made slowly. Also, that workshop uses the "decentralized workshop" design from the wiki, so the outer areas are pretty much meant to be stockpiles.

Whoever has the next turn, go right ahead.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **The Architect** on **December 04, 2009, 05:11:59 pm**

Q@#\$@#\$. I don't think you can take killing off half our starting dwarves lightly.

Oh wait, yes you can. Because they were pretty much shit-useless. Nevermind.

Onward!

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **TheCatfish** on **December 04, 2009, 06:57:51 pm**

Are we going to get a write up of the early years of the fort, I'd love to know what has happened so far...

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Zifnab** on **December 04, 2009, 07:12:11 pm**

Anything worse than normal in the river? Barbarossa made it sound like that was where the action was going to be in the thread for the community fortress I'm doing using his mod.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **sir labreck** on **December 04, 2009, 07:37:46 pm**

Just though of something, this fortress will be screwed up before 2 complete years will be complete ^^

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Kyronea** on **December 04, 2009, 07:42:20 pm**

Quote from: The Architect on December 04, 2009, 05:11:59 pm

Q@#\$@#\$. I don't think you can take killing off half our starting dwarves lightly.

Oh wait, yes you can. Because they were pretty much shit-useless. Nevermind.

Onward!

Normally I wouldn't, but yeah, this setup was NOTHING like what I'd normally do. (Not to mention I just don't like the site very much. Way too many elevation changes.)

The Catfish: Really, nothing happened other than what I mentioned. Several got offed, we built up, found the river...that's really about it.

Though I do have a feeling there's some HFS around...

Zifnab: Not that I saw. Just cave crocodiles and snake and olmmen.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **DaPatman** on **December 04, 2009, 08:01:43 pm**

Quote from: Kyronea on December 04, 2009, 07:42:20 pm

Zifnab: Not that I saw. Just cave crocodiles and snake and olmmen.

Upon reading this, I felt the need to check the raws. Don't let the crocodiles get out of the river is my suggestion.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Zifnab** on **December 04, 2009, 08:14:39 pm**

@ DaPatman

Good to know. From the lack of OMG!!! We're all dead!! response, I thought maybe the changes didn't save like Barbarossa implied happened to the changes to blue stone other than microcline. I'll avoid looking at the raws myself, as I'm trying to run a semi-ignorant style of leadership in Spiralcrystal

I really hope he can figure out a way for microcline to ignite dwarves.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **BKWM** on **December 04, 2009, 08:48:06 pm**

Oh it's my turn now. Starting.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **DaPatman** on **December 04, 2009, 09:27:37 pm**

Quote from: Zifnab on December 04, 2009, 08:14:39 pm

I really hope he can figure out a way for microcline to ignite dwarves.

I think it's gonna be difficult, since I'm fairly certain that the ignite point he gave it is causing it to burn at a temperature not much hotter than the map's temperature (however I have yet to confirme this). The problem is, lowering the ignite point will just make it explode, which while still Fun^(TM) is not the result we're looking for. Maybe messing about with the specific heat of either microcline or dwarves could work, but I'm not confident.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **BKWM** on **December 05, 2009, 06:05:20 am**

ughh. Skip me i got everyone killed.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **nil** on **December 05, 2009, 11:11:21 am**

Quote from: BKWM on December 05, 2009, 06:05:20 am

ughh. Skip me i got everyone killed.

Reclaim/savescum/at least tell us about it, heh

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Bloogonis** on **December 05, 2009, 02:32:42 pm**

wow not a single picture of whats going on and the only actual feedback we are getting is "Grrrrr! Microlineitasia!!1!!!"

How about a screen cap?

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **BKWM** on **December 05, 2009, 02:53:25 pm**

I got all the farmers killed by antmen trying to roof the chasm, but since i usually have everyone in my forts farm, i just didn't think about it until somebody starved. I didn't think it was a good way for a sparkgear fort to go, so I just head-butted the keyboard and then moved on.

Oh i also don't know how to do screenshots or i would have shown everyone starving to death while they desperately tried to grow plump helmets. I found strangely hilarious.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Danarca** on **December 05, 2009, 03:26:01 pm**

Quote from: Bloogonis on December 05, 2009, 02:32:42 pm

wow not a single picture of whats going on and the only actual feedback we are getting is "Grrrrr! Microlineitasia!!1!!!"

How about a screen cap?

I hear you =/

This is why I have a habit of screaming for a DFMA upload :p

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **DaPatman** on **December 05, 2009, 08:16:01 pm**

Quote from: BKWM on December 05, 2009, 02:53:25 pm

Oh i also don't know how to do screenshots or i would have shown everyone starving to death while they desperately tried to grow plump helmets. I found strangely hilarious.

There should be a key on your keyboard that says "Print Screen", "PrtScn" or something similar. Whenever you want to take a screenshot, press that button, open Paint (or whatever your graphics program of choice is) and select Paste from the Edit menu. Crop the image down to size, and save it as a PNG file (though you could possibly get away with saving a DF screenshot as a GIF file, due to the small number of colours).

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Zifnab** on **December 05, 2009, 09:13:20 pm**

Or if you have a keyboard with split buttons, with Print Screen on top and something else below a line, press ALT-Print Screen and then proceed with DaPatman's instructions.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **DaPatman** on **December 05, 2009, 09:24:10 pm**

Quote from: Zifnab on December 05, 2009, 09:13:20 pm
Or if you have a keyboard with split buttons, with Print Screen on top and something else below a line, press ALT-Print Screen and then proceed with DaPatman's instructions.

I thought that just took a screenshot of the active window only? Or am I confusing it with CTRL-Print Screen?

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 05, 2009, 09:31:36 pm**

At the moment, the closest I've gotten is a massive flash freeze, which is awesome but not what I wanted.

Somehow, we need to capture and train a breeding pair of cave crocs.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Zifnab** on **December 05, 2009, 10:11:38 pm**

Quote
I thought that just took a screenshot of the active window only? Or am I confusing it with CTRL-Print Screen?

Google says you are right. I wonder why my keyboard works backwards.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Danarca** on **December 06, 2009, 08:02:09 am**

So...
Can someone upload the save so I can work on it? =/

EDIT:
Ah, I see BKWM skipped his turn -.-
Great, getting started way too late >.<

EDIT2: I'm uploading the map to DFMA.
Map as of 201 (http://mkv25.net/dfma/map-7585-sealbarb)

EDIT3:
Guys, the food mismanagement is absolutely horrifying!
Why haven't anyone taken care of the basics??

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Danarca** on **December 06, 2009, 11:32:16 am**

Log of Danarca 1st Moonstone 201
Today I arrived at Sealbarb (Apparently named after one Barbarossa's forefathers, Barbarossa are the

founder of this place), the count have designated me as the rul
These mountains are mythical in the mountainhomes, strange ores lay beneath our feet, and some rock have different properties...
Probably myth, but myth usually spawn from rumors, and rumors spawn from reality.

2nd Moonstone 201
After talking with the former ruler, one Kyronea (Odd name, I suspect he was raised by elves) about

the fortress I decided to look around.
I wonder what the hell they've been smoking.
We got 2-3 entrances, none of them protected besides some wooden sticks protruding from the ground.
And I don't think we actually have a food industry, and there's coffins in the "entrance"...
What the hell where they smoking...

3rd Moonstone 201
I figured it out.
They've been smooking *microcline*.
Yes. That useless blue rock.
It's burning.
Spoiler (click to show/hide)

15th Moonstone 201
I've ordered a huge room to be mined out near the underground river.
We'll irrigate it and grow some tower caps.

3rd Slate 202
Migrants.
1 weaponsmith
1 peasant (Owner of 1 puppy)
1 fish dissector
1 miner

10th Slate 202
I finally found the farms.
I've ordered it to be expanded so we can grow a wider variety of plants.

9th Felsite 202
Åblel the brewer was killed by naked mole dogs.
I've recruited the peasant, weaponsmith and fish dissector, now we just need a barracks.

18th Hematite 202
2 kobold ambushes, and one caravan, arrived today.
Litast the farmer and Adil the woodcutter was killed.

6th Malachite 202

Migrants.
1 fisherdwarf
2 peasants
1 mason

1st Limestone 202

Kyronea met with the liaison today, and ordered seeds.

17th Limestone 202

A kobold ambushed popped up near our entrance. Luckily 2 of the recruits were sparring and put them down.

26th Sandstone 202

I nearly cried today when I asked the former rulers how come there's such a shortage of booze and

food.

Apparently they've allowed booze to be cooked, and the only farmer were also the mechanic, mason, animal trainer and fish cleaner. And we only got plump helmet spawns.

16th Moonstone 202

So hungry...

Everyone is unhappy here, we all seek rats...

No food... No booze...

27th Moonstone

Tun, one of the peasants, is throwing a tantrum out in the hall!

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **Heron TSG** on **December 06, 2009, 12:45:42 pm**

I thought I had dug out some farms and planted the plump helmets earlier...

huh.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **sir labreck** on **December 06, 2009, 01:06:38 pm**

You don't have open yet the other week?

Huh, this fortress start to scare me, as soon as someone do something to stupid but not enough to kill the whole fortress at once, we will need architect or a really good guy to get that up and running again :p

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **Danarca** on **December 06, 2009, 03:26:51 pm**

2nd Granite 203

After ordering everyone to go outside and look for edible plants the morale have risen.

We got us some berries and some wine, so the risk of someone snapping are not higher than normal.

17th Slate 203

The miners have finally expanded the farms, and I've put down orders for the new farms.

The farms will cycle a plan which will allow us to grow every plant.

12th Hematite 203

The dwarven caravan arrived today.

Too bad we don't really have anything to trade...

25th Hematite 203

We managed to trade of some old clothes in exchange for the seeds.

We asked the liaison for steel bars.

18th Galena 203

Cerol the miner fell into the chasm today.

I can still hear him screaming.

6th Felsite 204

2 herbalists and a stoneworker was killed by a cave crocodile was killed some time ago.

13th Hematite 204

Dwarven caravan.

2nd Timber 204

Udib, one of the champions, drowned in the cave river.

Snakemen had begun ambushing the work being done on the irrigation field, so I had stationed them there.

15th Moonstone 204

A vile force of orcs have arrived!

17th Moonstone 204

I found out I forgot to link up the lever to our drawbridge, but luckily Barbarosso, Kyronea and I quickly put up a wall!

3rd Opal 204

With nothing else to do, Barbarosso have thrown a party.

19th Granite 205

Seems like the orcs have gone home.

11th Hematite 205

More orcs. The Drawbridge is working this time.

15th Hematite 206

Merchants have arrived.

It appears the burning microcline isn't because it was hewn from this mountain, but because of some evil magic...

The trade depot is burning, the silly merchants brought a microcline bracelet.

21st Malachite 206

A recruit arrived today and told me the count have a new ruler coming, guess I couldn't increase the export enough during the 5 years I've been here....

I'll stay though, and engrave the hillsides!

I didn't do much extending, dwarfpower was limited and the fort had a lot of basic trouble.
In the end I think I did good, Barbarosso is multilegendary, we got 2 multilegendary champions and, well... They don't go hungry or thirsty.
Just don't disturb the farms, under their current schedule we'll get all of the different underground plants!
MAP (<http://mkv25.net/dfma/map-7586-sealbarb>)
SAVE (<http://dffd.wimbli.com/file.php?id=1661>)

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 06, 2009, 03:30:10 pm**

Next week up! Claim some more spots!

What do you guys think of Cobalt being a flash-freezer? It'd be nice for rapidly cooling off a drowning room ;D

Microcline is going okay. At the moment, it simply vaporizes, letting off a blast of heat when you mine it. Still working on making it have a slow burn instead of a gaseous cloud.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **TheCatfish** on **December 06, 2009, 03:31:58 pm**

I claim Wednesday. I'm free the entire day...bwahaha.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **nil** on **December 06, 2009, 04:10:31 pm**

I'll take a day, ASAP

On second though I'll wait to take a sparkgear turn, I've got a little too much on my plate atm

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Zifnab** on **December 06, 2009, 04:59:43 pm**

@Barbarossa

So cobalt wouldn't be dangerous on its own, but would freeze water if tossed into it? Also, would the vaporizing microcline mean exploding wagons if the merchants bring something made of it?

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Lord Shonus** on **December 06, 2009, 05:09:13 pm**

When does my turn start?

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **nil** on **December 06, 2009, 05:14:35 pm**

Quote from: Lord Shonus on December 06, 2009, 05:09:13 pm

When does my turn start?

I think you can start now; you're after Danarca (<http://www.bay12games.com/forum/index.php?topic=45590.msg905167#msg905167>) and he's already uploaded.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Kyronea** on **December 06, 2009, 05:59:36 pm**

Quote from: Danarca on December 06, 2009, 08:02:09 am

So...
Can someone upload the save so I can work on it? =/

EDIT:
Ah, I see BKWM skipped his turn -.-
Great, getting started way too late >.<

EDIT2: I'm uploading the map to DFMA.
Map as of 201 (<http://mkv25.net/dfma/map-7585-sealbarb>)

EDIT3:
Guys, the food mismanagement is absolutely horrifying!
Why haven't anyone taken care of the basics??

In my defense, I was trying, but the only farming area available was full of naked mole dogs. That's why I kept talking about farmers getting offed by them. (And it was the main reason I just passed the turn on sooner rather than later, so someone a bit more capable could do it instead.)

I've only played a couple fortresses, so I usually have some soil inside where I can farm from the get go. Not having it was really difficult.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **abculatter_2** on **December 06, 2009, 06:28:22 pm**

Quote from: Danarca on December 06, 2009, 08:02:09 am

EDIT2: I'm uploading the map to DFMA.
Map as of 201 (<http://mkv25.net/dfma/map-7585-sealbarb>)

I love how the first thing you see in this map is a cave-in.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **nil** on **December 06, 2009, 06:34:39 pm**

Quote from: abculatter_2 on December 06, 2009, 06:28:22 pm

Quote from: Danarca on December 06, 2009, 08:02:09 am

EDIT2: I'm uploading the map to DFMA.
Map as of 201 (<http://mkv25.net/dfma/map-7585-sealbarb>)

I love how the first thing you see in this map is a cave-in.

I think that's actually the burn-o-cline.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **DaPatman** on **December 06, 2009, 08:16:43 pm**

I'm claiming the 12th.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Lord Shonus** on **December 06, 2009, 09:17:41 pm**

I'm getting started now.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Lord Shonus** on **December 06, 2009, 10:13:32 pm**

Journal of Lord Shonus, Fisherdwarf Tyrant of Sealbarb
21 Malachite
With Danarca running off into the hills to make them shiny, I now rule in Sealbarb. My first act is to order Danarca back to work.

For some reason, several tons of valuable flux were ordered dumped. I put a stop to that.
23 Malachite

The strange mix of brilliance and blatant incompetence on the part of my predecessors astounds me. Who would have thought that, while we teeter on the edge of starvation, meals rot in the kitchens because the food stockpile is glutted with raw fish. Nobody has bothered to clean the fish I've caught. I will attend to that personally, and a new stockpile, only for prepared meals, has been designated.

OOC: The food stockpile near the farms is now for plants and seeds only. There is a dedicated booze stockpile, a dedicated prepared food stock, and a general stockpile near the kitchens.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Hortun** on **December 06, 2009, 10:35:41 pm**

I'll take the tuesday or thursday spot if no one else is.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 06, 2009, 11:57:35 pm**

Quote from: Zifnab on December 06, 2009, 04:59:43 pm
@Barbarossa
So cobalt wouldn't be dangerous on its own, but would freeze water if tossed into it? Also, would the vaporizing microcline mean exploding wagons if the merchants bring something made of it?

Cobalt would freeze dwarves too, likely enough.

Not sure about the microcline.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **apeiron12** on **December 07, 2009, 01:18:06 am**

I hereby claim Sunday the 13th as mine!

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Lord Shonus** on **December 07, 2009, 11:51:00 am**

5 Galena
I've ordered Danarca to begin turning our marble and hematite into gleaming bars of steel.
14 Sandstone
Kyrona was injured by a cave crocodile today.
22 Sandstone
Migrants have arrived.
1 Peasant
2 Brewer
1 Potash Maker
1 Woodcrafter
1 Bone Carver
1 Engraver
23 Timber
Thanks to our enlarged workforce, I was able to begin excavation of a set of tombs for myself and they other rulers of the fort. It was fortuitious that I did so, as I discovered a large vein of gold. I will use that gold to decorate these tombs.
26 Opal
The champion Kivash is now arrayed in steel plate, and armed with a steel blade.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **sir labreck** on **December 07, 2009, 12:42:10 pm**

You know you are all take my turn :p

Ok, take Friday! The 11th! Prepare the death of SG :)

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Lord Shonus** on **December 07, 2009, 12:47:22 pm**

You'll have to skip me. The fort was just destroyed by eighty orcs, and I don't have a backup.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Hortun** on **December 07, 2009, 11:31:15 pm**

Looks like I'm up then? Alright, tomorrow after classes, I'll plow right into this. As for tonight, I'll be writing this paper.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **Grendus** on **December 08, 2009, 04:25:18 pm**

I can take the friday turn. After wednesday I'm free, my last exam is physics.

Edit: Cancel that, Labreck already called it. Guess I'll wait another week, traveling on saturday.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **TheCatfish** on **December 08, 2009, 07:32:36 pm**

Hortun, what news from the fort?
If you want to extend your turn into tomorrow a bit that's fine as the switchover happens too early for me to be up so take an extra few hours should you need it.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **Hortun** on **December 08, 2009, 09:18:55 pm**

I'm gonna try and get this done tonight and turn it in. I've been ten ties more busy than I expected. Go ahead and skip me. I'll try and do it tonight, but it probably won't be done until like 3 am central if I do. Your call if you want to just take the save now or wait, just lemme know.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **TheCatfish** on **December 08, 2009, 10:15:23 pm**

Yeah that's fine by me. I'm in GMT so the usual switchover is at stupid(5) O'clock in teh morning.
Although tis 3am here so that makes the point redundant. Go....Build.....Upload when done and I'll play from there for as much as I can.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **Hortun** on **December 09, 2009, 04:10:12 am**

Alright, so this was an... interesting time. Let's start at the beginning.

Summer 206

Arriving, I first notice that there's no idlers. I guess that's a product of having less than a dozen dwarves. So I start off my turn beckoning in migrants with wealth.

I call in the legendary stone detailer from his duty of smoothing the mountain and task him with engraving pretty much the entire inside of the fort with his masterpieces. I sent out exploritory miners and was lucky enough to strike gold and bauxite.

Autumn

Well, this is boring. Suspiciously boring. The dwarves go about their work, I have a few cage traps constructed outside, forgetting about the smart trap-resistant orcs. Some migrants arrive at the end of the season, seeking shelter from the incoming winter. About eight workers and almost none with any useful skills. Milkers, potash makers, dyers, and peasants. I gave them new, useful labors to fill in the apparently missing metal-industry laborers.

Winter

Boring boring boring. I sure do wish something would happen...

Oh look! An orc siege! Oh fuck! There's like fifty of them to our five soldiers...

It's turtle time! Luckily we have underground fields, a river, and huge pre-existing food stocks. This will be a cake walk.

Spring

And it was a cake walk. The orcs finally got bored and left and I let the gates back open. It's about time, too. That engraver guy was running out of space to engrave. I let him back out to carve up the mountainside.

I also set up statues everywhere in the fort after having the mason pump a few out to pass the winter. It should be enough to make them forget all the vomit they're going to be producing when i let them out. They'd be drinking from golden goblets, too, if they'd just stop drinking all the booze from the barrels.

Without much else to do, I decided to designate the construction of a... modest tomb for myself. I guess it's big enough that you could possibly throw a few other noble coffins in if your really want.

Late spring a few more than twenty migrants came. There's rooms for them, just need to make some beds. I didn't have time to designate them new labors, so that'll be up to my predecessor. Also, there's a sheriff that needs assignment. Please try not to forget.

With that, I pass the fort onto you. I'll think continue fishing until it comes time to take a rest in my casket.

<http://mydoom.krowzi.com/Misc/Sparkgear%208.rar>

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **darkflagrance** on **December 09, 2009, 04:58:40 am**

^I didn't know turtling was legal. That would have helped when orcs were dismembering my masons into back in Sparkgear 5 or so.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **nil** on **December 09, 2009, 06:19:40 am**

As far as I know only the last SG had a no turtling rule... pretty hard to survive orcs without it, at least early on.

By the way, I put out a never version for Relentless Assault. Most of the changes would need a regen, but there's an important one that won't--I've become pretty sure that if an entity only has population triggers it won't siege. This is definitely the case for a couple of the entities in the version being used here, so Barbarossa might want to change out the entity entries.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **DaPatman** on **December 09, 2009, 08:00:15 am**

[Quote from: DaPatman on December 06, 2009, 08:16:43 pm](#)

I'm claiming the 12th.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 09, 2009, 08:49:54 am**

added DaPatman.

I'll be adding in the new microcline files along with nil's update on my Monday turn.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **TheCatfish** on **December 09, 2009, 08:53:15 am**

Right taking turn now. Slept for a bit more than I thought I would but no matter...
It's Dwarf time.

Pre-Edit: So I don't need to change anything myself...Excellent....on to the fort.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 09, 2009, 08:55:59 am**

Oh yeah, and...
Quote

Game Rules 1. Don't shut in, an impenetrable fortress is boring to watch and produces no Fun. 2. Leave an open path at ALL TIMES between the exterior and the main fortress centers. (farms, beds, dining hall)
--

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **TheCatfish** on **December 09, 2009, 08:58:45 am**

Hortun, The save doesn't work. WinRAR says unexpected end of archive.
Halp.

EDIT: Nevermind I redownloaded it and it worked fine. Some files were missing first time.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Hortun** on **December 09, 2009, 11:25:37 am**

Quote from: Barbarossa the Seal God on December 09, 2009, 08:55:59 am

Oh yeah, and...
Quote

Game Rules 1. Don't shut in, an impenetrable fortress is boring to watch and produces no Fun. 2. Leave an open path at ALL TIMES between the exterior and the main fortress centers. (farms, beds, dining hall)
--

Whoops, my bad. :x

For what it's worth, the orcs killed everyone several times before I resorted to turtling. If you want, you can skip my save due to the rule violation.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **sir labreck** on **December 09, 2009, 02:12:08 pm**

You are sadist you know? Just hope everything goes fine :)

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **TheCatfish** on **December 09, 2009, 02:42:17 pm**

Erm orcs destroyed everything and I missed my opportunity to savescum. Reclaim or restart from Hortun's save?

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Danarca** on **December 09, 2009, 02:57:54 pm**

Quote from: TheCatfish on December 09, 2009, 02:42:17 pm

Erm orcs destroyed everything and I missed my opportunity to savescum. Reclaim or restart from Hortun's save?

Restart

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **TheCatfish** on **December 09, 2009, 03:00:59 pm**

Quote from: Danarca on December 09, 2009, 02:57:54 pm

<u>Quote from: TheCatfish on December 09, 2009, 02:42:17 pm</u>
Erm orcs destroyed everything and I missed my opportunity to savescum. Reclaim or restart from Hortun's save?

Restart

Righto...I think it's for the best, you were the first to die. Apologies.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Danarca** on **December 09, 2009, 03:48:17 pm**

Quote from: TheCatfish on December 09, 2009, 03:00:59 pm

<u>Quote from: Danarca on December 09, 2009, 02:57:54 pm</u>
<u>Quote from: TheCatfish on December 09, 2009, 02:42:17 pm</u>
Erm orcs destroyed everything and I missed my opportunity to savescum. Reclaim or restart from Hortun's save?

Restart

Righto...I think it's for the best, you were the first to die. Apologies.

D:
Man, first time too I don't end up killing myself during my turn... :p

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **DaPatman** on **December 09, 2009, 07:23:20 pm**

I can no longer do the 12th. Can I have the 14th instead please?

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **Heron TSG** on **December 09, 2009, 07:55:01 pm**

Sorry, the 14th is mine for maintenance.

If I finish early, you can have the rest of my turn.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **DaPatman** on **December 09, 2009, 07:58:58 pm**

In that case I'll take the 15th.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **Hortun** on **December 09, 2009, 09:51:47 pm**

Quote from: Barbarossa the Seal God on December 09, 2009, 07:55:01 pm

Sorry, the 14th is mine for maintenance.

If I finish early, you can have the rest of my turn.

I hope "maintenance" involves engraving my tomb and lining it with golden statues. :D

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **TheCatfish** on **December 09, 2009, 11:07:59 pm**

Okay then Guys, tad early but....It's too early here for me to play any more. I'm off to sleep.
SAVE (<http://dffd.wimbli.com/file.php?id=1674>)

MAP (<http://mkv25.net/dfma/map-7617-sealbarb>)

STORY
Spoiler (click to show/hide)
14 Felsite

It has been 3 months wandering in the wilderness. I have taken the name of the animal that has killed my family for strength over the beast and which I have finally bested. I am now Rushrulkuntatlosh. After avenging the death of my family and renaming myself I trimmed my beard to a presentable state for my reintroduction into society. Ridding the hairy appendage of all the blood, sweat and other assorted encrusted filth I feel much better, free from all bonds.

I found floating in the river I was shaving beside a floating corpse. I pulled the poor fellow out and quickly rifled through his belongings. It seems there is a new fort named Sealbarb. I know little of the place only that, as it is a new fort it must be secure in it's place in the future of Dwarven History. I shall hasten my way there today.

1st Hematite
I have arrived at the fortress of Sealbarb after days of walking. The Summer sun throws the mountain into a lovely glow.

On approach to the fort I find nothing of interest. There are no signs of death at all beyond the boundaries. It must be quite Peaceful. I passed a fisherdwarf and asked him about the mountain, he kindly pointed me the right way. The slopes of the hill are quite smooth. Why right by the entrance they are detailed. How interesting let us take a moment to learn of the History.

PLEASE UPDATE YOUR ACCOUNT TO ENABLE 3RD PARTY HOSTING



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www.photobucket.com/P500

PLEASE UPDATE YOUR ACCOUNT TO ENABLE 3RD PARTY HOSTING



FOR IMPORTANT INFO, PLEASE GO TO:
www.photobucket.com/P500

Maybe not.

The entrance is full of coffins and bones. Animal bones I must say but bones nonetheless.

After exploring the inner workings of the mountain I have requested an audience with the mountain king. I was led swiftly to an outdoor murky pool. It was the same fisherdwarf as before. He looked up at me and offered me a job. I accepted swiftly. It's time to kick butt.

It has occurred to me that a number of the dwarves are without beds. I must remedy this immediately. There is a barracks for them, but it seems too small for 21. Let the mining begin.

After checking previous rulers notes and speaking with a number of common dwarves I am warned of the blue stone. Owing to previous experiences with Blue metals I know to keep away. Plus it does nothing for the décor.

There also appears to be a room with a hole in being installed.

1st Hematite, Still

The woodcutter has been taken by a mood. I was interviewing him on his thoughts about the fortress when his eyes glazed over and he ran off down the hall screaming about wood. I hope we have containment measures...just in case.

I followed and he set up shop in a craftdwarfs workshop. Although he immediately ran across the corridor then back, hands full of fish bones, he is now muttering Thimshureser Sub Z... and then trails off. I'll be keeping my eye on this one.

10th Hematite

Some Dwarf comes running up to me complaining about his office. I ask him which office and he says exactly, he doesn't one. I check the notes and it seems that it is Barbarossa, but he requires an office. I told him I'll get right on it. That calmed him down.

14th Hematite

After looking at the room with the hole in the floor I realise that it leads right into the area marked with coffins. Inspections of the dead? Pitting animals for the dead to worship? It matters not, it was in the plans when I got here so I feel obliged to let it finish.

The new rooms are also finished. All is well.



Hey it's better than nothing (also it seems like if you leave them they claim the rooms in the top part, the champions rooms. It seems to me a better idea to give them at least somewhere to stay. Easy enough to remodel on and build around, as well as the exploratory mining that comes with this place.)

16th Hematite

A caravan has arrived. Excellent. They were accosted by a thief...but one of their swordsdwarfs took care of him swiftly. Speaking of which they came fairly armed. Expecting trouble? I'm now suspicious about the mountain.

25th Hematite

Now that construction has finished on the quarters for everyone else I have got dwarfs working on my place. I need a retirement plan...

It's coming together perfectly.

Also I have started to dig out the gold by the chasm. Just as an extra.

8th Malachite

So funny thing happened today. I was chatting with a peasant, just to see how things were going, then he gets this glazed look in his eye and runs off down the corridor. I followed him to a craftsdwarf workshop and watched as he then ran off and gathered materials. Mainly wood. I say mainly...I mean it was all wood. 4 logs. Ah well I hope I'll hear something back

Interestingly though as I left I hear the dwarf mutter Odom Rikkir...I wonder what it is.

15th Malachite

A voice appeared in my head and told me to order all the dwarves to dump stone...It mentioned something as well about maintaining the Ethpea Hess. Must be like Feng Shui.

17th Malachite.

That dwarf finished his wood thing. I shall include an engraving.



Fun... The voice in my head mentioned he was possessed so didn't gain experience and "Level". I kid you not that is what it said. Although I now think I'm being possessed. I shall keep an eye on myself.

7th Galena

My room is complete.



Complete with Caged Olmman Atrium. Sleeping quarters on the left, death quarters on the right. It works wonders.

11th Galena
Migrants. Excellent.
Need to put more beds in the quarters then. Also one could be the new sheriff. The voice in my head has been bugging me about him.
We’ve dug out an area for people with needs like him. For easy access.

Migrant List
Woodcrafter..
Oh for armoks sake, he went and ran right into an invading Kobold. Recruit....Oh he’s dead.
Okay, recruit the cheesemak... he’s already been taken out.
Damn the kobold is a dartsman.
Kay, gemcutter and 2 peasants...go.

Right he ran off. The gemcutter is now the sheriff.

Okay, Migrant list take two.
Woodcrafter no
Cheesemaker x2 no 1
Armourer
Weaponsmith
Peasant x3

1st Limestone
I need something for justice... I’ve queued up a few chains in the metalsmiths forge but everyone’s off drinking. Ungrateful little sods.

10th Limestone
Hortun comes up to me and asks about his plans about the engraving of his tomb and golden statues.
Knowing nothing about it I roll to bluff and get a 20 merely say it’s underway right now, then scurry off to implement it before he checks.

12th Limestone
A VILE FORCE OF DARKNESS HAS ARRIVED
The voice in my head seems angry and mentions something about saving scum. I don’t want to look at the orcs let alone save them.
Let’s see what we can do eh.

For starters, no dwarves outside. The voice in my head is insistent that I also tell Danarca to run and hide. I feel a bit strange ordering people around on the whims of otherworldly creatures but, no matter.

36 orcs, the 5 leaders of their civilisation. The voice in my head prays forgiveness from Barbarossa the Seal God (So the voice in my head isn’t a god as he prays to gods) that he can forgive him for what he is about to do.

We quickly shut ourselves in. The voice in my head apologies as he says there isn’t much time. I wonder if I can ask him what the voice means and it says it is rapidly approaching the deadline and this is the 3rd attempt. I decide not to push him any more and leave it at that.

14th limestone
The dwarf assigned to the lever is killed in the line of duty and doesn’t make it.
The voice in my head apologises to me for what he has to do now.



2nd Limestone.
I feel strange. Like a walking DeJaVu.
The voice in my head says that he is leaving now. It is too late. I am to be retired to a former ruler. A new dwarf shall be appointed, Regalia.

I decide to look for him.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **sir labreck** on **December 10, 2009, 05:12:38 pm**

Bad I go to get the vaccine this evening. Without that I'll have extend my turn, but, too bad :p

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Regalia** on **December 10, 2009, 05:55:38 pm**

Ah, right. I had forgotten about rule number 3.

When it's your turn to play, make sure to post something in the thread so we know you're alive. If you don't post something the day before your turn, or within 6 hours of changeover, it is considered forfeit.

Well, a forfeit is a forfeit then. Though for the record, I'm actually playing this. If anyone wants my save (and story) - I'll have one ready in a few hours.

Correction: there will be no save. If a story will follow, it will follow tomorrow.

And what a story that may be!
Spoiler (click to show/hide)
A story of **evil**
A vile force of darkness has arrived!
versus **good**.
'Barbarossa' Imushgigin, Former Ruler No Job

A story of **creation**
'Danarca' Momuznitig has engraved a masterpiece!
and **destruction**.
Your miners have defaced a 'Danarca' Momuznitig!

Finally, a story of *quick advancement in the ranks of the elite*
Tholtig Dodókrovod now commands "The Heroic Paddles".
The Stray Puppy <Tame> has been struck down.
Tholtig Dodókrovod, Recruit has been struck down.
Rimtar Amkindodók now commands "The Heroic Paddles".
Rimtar Amkindodók renames "The Heroic Paddles": "The Worship of Steel".
The Stray Puppy <Tame> has been struck down.
Catten Libashlotol, Recruit has been struck down.
Rimtar Amkindodók, Recruit has been struck down.
Alāth Rilbetoltar now commands "The Worship of Steel".
Zuglar Italsibrek, Donkey Foal <Tame> has been struck down.
Alāth Rilbetoltar, Recruit has been struck down.
Kogsak Uristadas now commands "The Worship of Steel".

or **not**.



For your viewing pleasure, **now in HD!**



Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 10, 2009, 07:49:52 pm**

Nobody has claimed it, so if you say you still want it before someone else, you still have it.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Regalia** on **December 10, 2009, 07:55:50 pm**

As you can see above, there were... problems. My last save is from about 10 minutes after I started my turn (and it's just some tiresome dig designations, thus the save) so... anyone is welcome to take what *Catfish* left as I'm not conscious enough to retry or reclaim.

And good luck. You will need it. Or you will need to find and pull that damm lever.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **TheCatfish** on **December 10, 2009, 08:07:39 pm**

Yeah if you read my story I'm sure you coulda guessed what was coming.
Seriously over 30 Orcs vs our dwarfs numbering about that as well; Turtling seems like the only way to keep the fort going. Once a defense is set up we could re-instate a no turtling rule, at least to give the fort a chance to last another year or two.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Regalia** on **December 10, 2009, 08:12:40 pm**

I was hoping to counter it with quickly prepared defense lines. I suppose if I actually had a few days (in-game) I could've... survived maybe. As it was, a few orcs died. Many more lived.

So yes, pulling the lever or kiting orcs across the map (though that didn't really give me enough time).

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **apeiron12** on **December 10, 2009, 10:41:25 pm**

I like removing TRAPAVOID from orcs. Either that or NOPAIN. Or both. They are just too damn hardcore, turtling is the ONLY way of surviving them later on, or magma/water traps. (But i havent looked at the last save so i dunno if thats feasible at this point.)

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **sir labreck** on **December 11, 2009, 02:34:42 pm**

First to claim play, I am sick and need rest. Good luck anyways ;)

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **powell** on **December 12, 2009, 01:44:23 pm**

I would like to play, but I've never done a succession and am a newb.

No one is signed up for todays game, and labreck didn't play yesterday, so it's all right for me to just start playing?

Edit: After some fiddling with the res, I got it working ok and will start playing. If someones playing right now and just didn't mention in the thread, then we'll just use yours.

First update
Spoiler (click to show/hide)
The Diary of 'Powell' Evostasob
A peasant on the rise to power.

1st Limestone, 207
I can't stand this place, or the expedition leader. He keeps telling me to dump this and dump that. Oh the joys of being a peasant.

3rd Limestone, 207
Early Morning:
I think my life here is done for! I was going to go complain to Catfish about our horrid working conditions, and walked right in on his meeting with the Sheriff. He briskly ordered a guard of his to take me a way back to my quarters and to have a 'meeting' with him later.

Afternoon:
I have just got back from meeting with Catfish, and, well it's hard to explain. The meeting I walked in on this morning was him relieving the sheriff of his position due to 'indecent' actions. He has already begun looking for a replacement and apparently I'm the man for it. While I'm a sheriff I will also be acting as overseer. This means that now I will become nobility, and be looked down upon from the working class. Although, I was already looked down upon when I was a peasant.

4th Limestone, 207
Catfish suggested that I order a new room to be build for me since I can't be a sheriff and live in a small apartment anymore. The miners were currently digging into towards a reported Gold deposit and didn't want to separate them from their work. In the mean time, I will commandeer a large bedroom from a worker. Now I just need an office...

5th Limestone, 207
'Danarca' has just engraved a masterpiece! I don't think I would be a good overseer if I was to not see it! Let's see....
A masterfully designed image of purring maggots! How delightf-...wait what?!?
Note to self: Keep close eye on Danarca.

6th Limestone, 207
So much has happened while I've been asleep, being overseer is a lot harder than I thought!
Apparently, Danarca has been on a role, and engraved 12 new masterpieces. Unfortunately, I'm too scared to go look at them.

Also, while the miners were digging for Gold, they hit some 'damp stones' I don't really understand, but they said they will be unable to dig straight through without flooding the place, and an alternative route to the Gold must be found.

Second update
[Spoiler](#) (click to show/hide)
The Diary of 'Powell' Evostasob
An accident waiting to happen.

9th Limestone, 207
I'm starting to notice the great difficulty in finding things around here. While I was a peasant, the only places I had to be able to find were the apartments and the mining tunnels to haul stone and gems. It took me forever to find the mason and request a dinning room set to be completed.

The only other things noteworthy is that I settled the damp stone problem and hte miners are going to tunnel around it. Danarca has engraved a few more masterpieces. Hurray.

12th Limestone, 207
Orcs! The Orcs have arrived! I ordered the military to the front gates and get ready to- hey, whats that lever?
Thank god I noticed that lever, it retracted the bridge and left the orcs outside, waiting for us. We can hold up here for a while, rushing the orcs with such a small military would be suicidal.

15th Limestone, 207
I ordered some weapons to be forged and drafted some peasants into the military.

28th Limestone, 207
Nothing new. The new recruits are sparring and getting to know combat. I extended the mining expedition to find more Gold, and did we find a lot of it! The orcs remain outside our doors, let them rot out there.

Also, food supplies have shrunk for some reason. I have ordered more people idling around to start farming.

8th Sandstone, 207
Orcs sitll out there, waiting. One of my miners came up to me and said they have found a strange blue rock in the mining expedition. The rock is so hot that steam flows from it!

I have drawfter more idlers into the military, being stuck in here so long has must of gone to my head. I actually want to take down the orc scum. I place myself as the leader of the new squad.

1th Sandstone, 207
The time is now! The orcs has crept away from the entrance, but still linger. It's time for battle!
The bridge is being lowered.... CHARGEEEEE!

It's needless to say everyone died, that was the first time I ever had a battle with orcs. I doubt anyone wants to reclaim, but I'll post the save anyway. The oldersave before me is on the last page.
<http://dffd.wimbli.com/file.php?id=1680>

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Danarca** on **December 12, 2009, 04:29:46 pm**

Quote from: powell on December 12, 2009, 01:44:23 pm

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The time is now! The orcs has crept away from the entrance, but still linger. It's time for battle!
The bridge is being lowered.... CHARGE!!!!

It's needless to say everyone died, that was the first time I ever had a battle with orcs. I doubt anyone wants to reclaim, but I'll post the save anyway. The oldersave before me is on the last page.
<http://dffd.wimblii.com/file.php?id=1680>

Quote

5. DO NOT ZERG RUSH. If they aren't goblins, this tactic is disastrous. I know. I tried.

Orcs are merciless :p

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 12, 2009, 05:09:53 pm**

Anyone want to play today? My computer with DF on it is being repaired.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **powell** on **December 12, 2009, 06:56:09 pm**

For fun, I tried to reclaim the fortress. Got 63 dwarfs and had them go around the fortress but found only a monster or two. About 30 minutes later, as I was getting the populace back to work, they came out of nowhere. I forget what they were, but they came out of everywhere. About 3 dwarfs died, and I managed to seal off the lower levels and no one tantrumed; but, alas, 2 more dwarfs died from a monster hiding in the apartments. The monster was quickly slain, but then those last two deaths were enough to set off a ticking bomb of tantrum. The tantruming dwarfs started breaking things, killing animals, going berserk. And, well, you know the rest of it. Going to try reclaiming again for more fun.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **The Architect** on **December 12, 2009, 09:24:59 pm**

Sparkgear continues to deteriorate as an institution of the DF community.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 13, 2009, 10:20:28 am**

And who gives you the right to decide whether or not SparkGear is an institution, and whether or not it is deteriorating?

SparkGear has always been open to noobs. The entire point is that anyone can play.

Next weeks' slots open.

Apeiron, you're up.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Flaede** on **December 13, 2009, 10:56:28 am**

It's good to see someone experimenting with non-extreme temperatures.
I'd love to know the levels that allow a "slow burn", or for something to ignite only when handled, or other such temperature FUN.

I'd offer to take a turn on this, but I don't think I can stop orcs without turtling.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **The Architect** on **December 13, 2009, 03:59:11 pm**

Quote from: Barbarossa the Seal God on December 13, 2009, 10:20:28 am

And who gives you the right to decide whether or not SparkGear is an institution, and whether or not it is deteriorating?

Do you even have the slightest clue what I said in the first place?

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **DaPatman** on **December 13, 2009, 06:15:52 pm**

Can I annoy you by changing again, this time to the 17th? I've now agreed to spend the 15th helping my grandma put up her christmas decorations.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **nil** on **December 13, 2009, 11:01:14 pm**

Quote from: The Architect on December 13, 2009, 03:59:11 pm

Do you even have the slightest clue what I said in the first place?

You may or may know this, dude, but you have a tendency to come off as unnecessarily abrasive online. I think it hinders your ability to communicate somewhat.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **The Architect** on **December 13, 2009, 11:06:01 pm**

It is my opinion that your'e absolutely correct.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **sir labreck** on **December 13, 2009, 11:25:19 pm**

I don't take a turn, with the luck I got, or snow storm will cut my Internet connexion ^^ or someone will fall sick (probably me) or I don't know, my computer will be too old to support the crazy mess you will cerate with a fps of 5 :p

For other thing, I think you was ironic Architect :) No reclaim, we stick with the hell we have :D We savescum so often that became pathetic. IF we can prove that it's impossible to survive without shutting the fortress, we will prove for eternity that Barbarossa is too crazy and sadist ^^ Even for a SG fortress :)

In the mean time, I'll enjoy the fact that my pc room is clean, without any usb wire in one big mountain :D Enjoying time estimate time: 30 second :(

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **apeiron12** on **December 13, 2009, 11:46:46 pm**

Im here im here! Starting right now.... BTW, why r u so aggressive architect? chill.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **The Architect** on **December 13, 2009, 11:49:03 pm**

Quote from: apeiron12 on December 13, 2009, 11:46:46 pm

Im here im here! Starting right now.... BTW, why r u so aggressive architect? chill.

It's my bad. I got a little riled up on another thread, and within Sparkgear Barbarossa and I have about a week-long history of going back and forth. During that time he has been very aggressive toward me, and in this one instance instead of being polite back I was quite rude.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Hortun** on **December 14, 2009, 01:22:23 am**

Well, due to our small numbers it doesn't look like we're going to stand much chance against orcs this late in the game. Even if we trained everyone in combat, the force would probably be chewed up by orcs before they could reach champion.

We could...

1. Let the fort fall then attempt to reclaim. Powell said we get 63 reclaimer dwarves, maybe more if we focus on wealth creation in the time before the siege. Care would need to be taken not to let any of them die to avoid tantrums.
2. Allow turtling. We've got a bridge choke-point that can be sealed off. It's cheap, but our only chance of survival at this point. During turtled turns we'd have to focus on creating a big defense system, possibly a huge upright spike tunnel into the fort or some magma flooding chamber or something. This and increasing the fort wealth to attract migrants to fortify the military.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **darkflagrance** on **December 14, 2009, 04:40:53 am**

Quote from: Hortun on December 14, 2009, 01:22:23 am

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I'd say allow turtling. Hasn't turtling already happened back in one save or another? But the real reason is that trying to go about with 70 dwarves without letting any of them die in a Sparkgear fortress seems untenable and unfun.

Death is the essence of Dwarf Fortress, and too much of reclaiming a fort, from my own personal experience, is pussyfooting around this inevitability so your fort doesn't spiral. The very reason why we're at this juncture is that death is inevitable with an open fortress philosophy. If we play an open fort with 63 reclaimers, the next siege will send us into a headlong descent with little hope of survival.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 14, 2009, 09:03:19 am**

I'll be playing after school today, got my microcline ready and everything!

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **sir labreck** on **December 14, 2009, 12:46:27 pm**

I just say also let turtle a little. We are enough to keep a close eye on each other to avoid not doing military stuff. I'll get a look to not say anything stupid, did a POI have been posted?

Thing who can be successful;

A death corridor with uprising spike, maybe coupled with pressure plate to fully automated (trap avoid don't mean pressure plate avoid, hen?), magma flooding chamber (see the fully automated defensives system, computing seem a good challenge), water flooding chamber, water/magma flooding chamber, balista shooting range, catapult shooting range, shooting range for marskdwarves, etc. Or just a drop

trap, create 2 bridge, link, with one more direct and the other little longer, so the enemy get on the first bridge, drop them, the other get on the second, reactivate the first one and drop the second, simple?

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **apeiron12** on **December 14, 2009, 04:56:36 pm**

got raped 3 times, i see no way of surviving without turtling. BTW, zerging sucks!

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 14, 2009, 11:44:05 pm**

I'll have the save up a bit late, but it'll be up by 10.

Just a few modifications to make, and a slight amount of fort-building.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 15, 2009, 12:36:16 am**

Well, nobody claimed tomorrow, so I'll take it so I can do a bit more work and write a decent story.

Christmas shopping always has +5 to hide checks... ::)

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **sir labreck** on **December 15, 2009, 06:46:17 pm**

Will see if I don't play a little, don't know, Thursday, that right? (Always confuse between Thursday and Tuesday (mardi et jeudi en français :P) In the mean time I'm reading a lot, more than 400 pages by day, so...

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 15, 2009, 09:41:13 pm**

Well, Thursday is DaPatman. If you want, every other day is open.

My old save was corrupted, but luckily I have a backup that isn't too far off.

So close!

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Lord Shonus** on **December 15, 2009, 09:42:32 pm**

I'll take the next available day.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 15, 2009, 10:54:59 pm**

Didn't get much done on this attempt, but here it is anyway.

There is a miner that is currently on fire. The fire on his cap and feet doesn't seem to be spreading, even when he went to get a drink. His hand is mildly scratched, and he trails smoke.

Oh yeah, and he's so hot that the wall tiles he runs next to are labeled as warm.

[DISCLAIMER: MAGMA HAS NOT FLOODED. JUST A REALLY HOT DWARF.]

SAVE (<http://dffd.wimbli.com/file.php?id=1685>).

I set around 20 puppies to be butchered to help raise the food stocks and FPS. Shonus, please continue the crusade.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Lord Shonus** on **December 15, 2009, 11:06:52 pm**

Alright. I'll see if I can do better this time.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Lord Shonus** on **December 16, 2009, 12:24:54 am**

I've died seven times. The smallest orc siege was forty-three orcs, which is more than the entire population of the fort. They always come within a week of me starting. One on one, its an easy fight, but the complete and utter lack of armor in this fort means that even champions don't stand a chance.

I'm going to turtle until I get some decent equipment made. If you don't like it, then play from barb's save. I don't like it either, but it's the only way I see for this fort to survive.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 16, 2009, 09:02:21 am**

Fine by me. We stand no chance at all with 5 unarmored champs.

How's that miner doing? Burned up at all in any of your saves?

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Lord Shonus** on **December 16, 2009, 09:20:09 am**

He dies soon after I load.

Here's my current status.

3 Limestone

I now command in this place

8 Limestone

I'm sick of this place smelling like a barnyard, so every puppy and ox calf will be thrown uncermoniously into the pit. The dogs can stay because they distract orcses.

10 Limestone

We've had to lock ourselves in. We just can't fight this many orcs. At least 63 just showed up

15 Limestone

I'll never understand some dwarves. If mass puppicide bothers you, why did you volunteer for the job (a couple of dwarves are unhappy due to having "witnessed death" after throwing puppies off a into the pit)

2 Sandstone

You have got to be kidding me. They wont make coke becaus ethey can see an orc 60 feet above them on the rim of the pit.

24 Sandstone

I've decided to resort to iron for our helmets, as steel production is going slowly

14 Timber

How lovely. A peasant has been taken by a mood. Opefully we'll get an idol with pictures of puppicide. He's using cave fish bones. cave fish bones!

20 Timber

its an animal trap. Lame. I'll put it in my tomb to hide it's shame.

4 Moonstone

Danarca hates cave spiders. I neither like nor dislike them. So why did he engrve them in my tomb?

13 Moonstone

The Orcs left, and the gnomes came. i pray we never close the bridge again.

This is the first time I notcied the cool little effect you get when you chasm a puppy.

Edit: I've got things to do, so I'm uploading the save now.

<http://bb.xieke.com/files/SG8.zip> (<http://bb.xieke.com/files/SG8.zip>)

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 17, 2009, 12:15:18 am**

DaPatman, you're up!

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Hortun** on **December 17, 2009, 11:38:11 am**

I'll grab the friday slot if no one else is.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Kilowatt** on **December 17, 2009, 03:51:42 pm**

I suppose I will take Saturday.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 17, 2009, 06:48:02 pm**

Hortun and Kilowatt up.

Remember: once the orcs leave, stop the turtling.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Lord Shonus** on **December 17, 2009, 07:42:21 pm**

It might be a good idea to build another smelter or two. Our fuel and supplies were fine but making steel takes so many steps that I was only able to make two weapons and two plate chestpieces.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Hortun** on **December 18, 2009, 06:09:31 pm**

Alright, done. I accidentally overshot my stay by a little, being distracted with a little food fiasco. Hope you don't mind, Kilo. :) Also, as I got more and more immigrants, the FPS started to decline, so I turned of the temperature setting temporarily. There wasn't any exposed microline and I wasn't digging out any more area, so I didn't see any harm in doing so.

HERE
(<http://mydoom.krowzi.com/Misc/SG8.rar>) is the save.

1st Sandstone, 208.

It's mid-autumn now and time to recede from my leadership position. The past year has been a productive one, I couldn't have asked for better. My only regret is not building a torture chamber for those damned cooks. That and not making a platinum coffin for my scrawny, starving corpse.

Upon appointment to Head Dorf in Charge, I noticed that our army was puny and our entrance was very vulnerable. It was rigged up with a drawbridge to keep out invaders, but turtling is for elves. I would have to fix this.

Firstly was to create an invader entrance. I had a huge winding tunnel built from the fort out to the mountainside. Then was to fill it with retractable spikes to connect to a lever. Voila, one long deathtrap for sieges. At the end of the tunnel where it attaches to the fort, I built stairs going up to our new and enlarged barracks so the soldiers will always be near the action. Just close up the lower entrance with the bridge, forcing orcs to go through the death-tunnel.

Spoiler (click to show/hide)

As you can see, it's far from being done. Many more spikes need to be manufactured to fill the tunnel. Statues are being used to narrow the tunnel enough so that orcs are forced to walk over the spikes. The currently standing spike traps are armed with only one iron spear each, a number which I hope my predecessor can increase.

Immigrants came every season, possibly due to the huge engraving projects. I promptly made all of the useless ones into soldiers and guards. Our army now is 30 dwarves strong, most being elite or champion wrestlers. Sadly, armor and weapons are stretched thin among them. I built two additional smelters, another forge, and another wood burner to aide in the armoring. I ordered 20 suits of iron armor to be constructed, as steel is costly to make and probably not worth it. The work order for armor is still not done and after it is completed, I hope that my predecessor will focus on creating more weapons for the army and spears for the death-tunnel.

The meeting hall was pretty cramped, so I threw some dining tables on the second level of the noble tomb for a secondary meeting hall.

I also built a well in the workshop area for slightly quicker access to water rather than walking all the way to the river.

There were two human ambushes, both defeated with only a couple casualties.

Spoiler (click to show/hide)

The bad news. I underestimated the sheer number of immigrants and how hard they would hit the food stocks. When I arrived, there was plenty of food to go around, but now dwarves are beginning to hunger. All of the kitchens are queued for easy meals and I assigned extra cooks and disabled their hauling labors, but they all seem to prefer dicking around to cooking food. Minotaurs have come to trade and I've sent goods to the depot. To my successor: buy out all their food for the love of armok. Those lazy cooks aren't going to produce enough to satisfy the hungering dwarves.

Lesser on the bad news is that I forgot all the nobles got some steeper requirements with the fort expansion. There's a decent size room I constructed near the mason shops and coffins to serve as an office for them, but didn't finish.

I hope one of the haulers beings this message to you on his way back from dumping rock in the chasm. I doubt I will survive the famine to deliver it myself.

- Hortun, Fisherdwarf

<div><div>Title: Re: Sparkgear VIII - Behind the Eight Ball</div><div>Post by: sir labreck on December 18, 2009, 06:34:39 pm</div></div>
<div><div>A nice thing that the fortress seem closer to stop turtling ^^</div><div>Kill the noble, no more requirement, and who is a real dwarf if he cry about some idiot noble?</div></div>

<div><div>Title: Re: Sparkgear VIII - Behind the Eight Ball</div><div>Post by: Danarca on December 18, 2009, 07:42:52 pm</div></div>
<div><div>I wonder how much wealth I have contributed in my role as an engraver :D</div><div>If you don't have any projects for me send me to the hillsides!! :D</div></div>

<div><div>Title: Re: Sparkgear VIII - Behind the Eight Ball</div><div>Post by: Heron TSG on December 18, 2009, 09:00:21 pm</div></div>
<div><div>Next week open. Make this quick, I won't be on much until christmas.</div></div>
<div><div>Title: Re: Sparkgear VIII - Behind the Eight Ball</div><div>Post by: Hortun on December 19, 2009, 12:16:18 am</div></div>

Well, I'll take monday if no one else is interested. Going home for the break and I'm not going to have anything better to do than dorf fort.

If anyone else wants the spot, that's fine with me though. I've already taken two turns.

<div><div>Title: Re: Sparkgear VIII - Behind the Eight Ball</div><div>Post by: sir labreck on December 19, 2009, 12:34:56 pm</div></div>
<div><div>I can't take any turn because I'll only run a 10 FPS save :s</div></div>
<div><div>Title: Re: Sparkgear VIII - Behind the Eight Ball</div><div>Post by: LordNuts on December 19, 2009, 02:42:58 pm</div></div>

Can I get the 20th?

<div><div>Title: Re: Sparkgear VIII - Behind the Eight Ball</div><div>Post by: skaltum on December 20, 2009, 08:09:49 am</div></div>
<div><div>a barb fort..... wow loads of fun(tm). and death :P</div></div>
<div><div>Title: Re: Sparkgear VIII - Behind the Eight Ball</div><div>Post by: Heron TSG on December 20, 2009, 10:56:13 am</div></div>

LordNuts is UP!

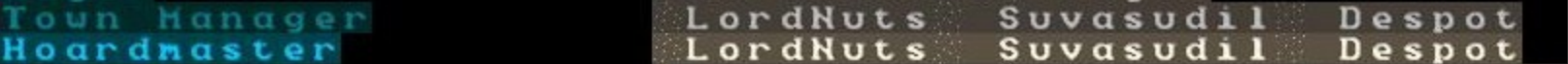
And thus begins the LordNuts' first year of ~~despotism~~ rulership.
This post will be updated with the status of the fortress.

4th Sandstone.
[Spoiler](#) (click to show/hide)



I, LordNuts am but a humble peasant. Yet I will lead this fortress, brought down by internal and external strife, to awe-inspiring might and riches.
My methods will not always be ethical, but who will complain about that except for the elves?

5th Sandstone.
The first part of my plan is complete.
[Spoiler](#) (click to show/hide)

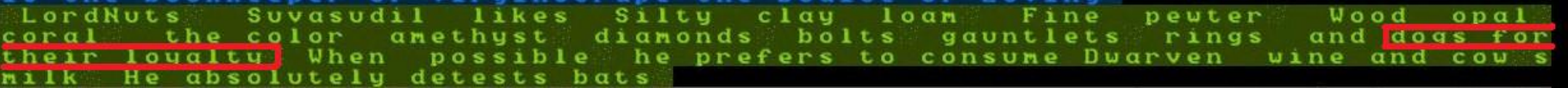


It wasn't really much of a problem convincing Barbarossa that I would make a much better ~~slavedriver~~ Town Manager than him, especially when I told him that when he gave up the job he would have more time convincing others to join his ~~cut~~ religious faction (worshiping the blue burning stone).
And then it was just a matter about filling in some paperwork in order to ~~sack~~ retire the former Hoardmaster. The mayor isn't going to pose any problem, she's more of a social worker than a leader.
I've got this fortress under my command!

6th Sandstone
[Spoiler](#) (click to show/hide)



My first mandate was to assign some war dogs to me. A ~~despot~~ ruler has to have some protection, right?
[Spoiler](#) (click to show/hide)



And I like dogs! They're loyal to their master until death, right? Just what I need.

7th Sandstone
[Spoiler](#) (click to show/hide)



Apparently the captain of the guard has locked himself in a jeweler's workshop and is screaming about not having the correct type of gems. I've ordered the him to be walled off. It'll ~~stop the screams and remove another competitor~~ be for the safety of us all!

8th Sandstone
[Spoiler](#) (click to show/hide)



I've started compiling a list consisting of all the ~~lazy-slackers~~ less productive members of dwarven society. Might be handy for the future.
[Spoiler](#) (click to show/hide)



In totally unrelated news I've also designated the construction of a new "refuse dump".
Due to a "construction fault" one lever has been "misplaced".

9th Sandstone
The great food drought is over. Never again will I eat vermin!

11th Sandstone
This mayor is getting more and more irritating. She recently not only smashed some furniture, she even demanded me to make her some mining equipment. I might have to ~~kill~~ dispose of her somehow.

14th Sandstone
[Spoiler](#) (click to show/hide)



I'll no longer tolerate this lack of discipline in ~~M¥~~ this fort.
She'll be the first to test the refuse dump, and it won't be just cutting a ribbon.

23th Sandstone
Spoiler (click to show/hide)



Scratch that plan. She recieved a beating from one of our guards and is currently dying. I'm forbiding any dwarves from even touching her. I rule this fortress!

2nd Timber
Spoiler (click to show/hide)



Currently construction the new fortress' entrance. My plans were thwarted by that damn microline again. Luckily no miners were lost (those aren't part of the "less productive members of dwarven society"-list). My plans are remade. New Sealbarb will be glorious!

Spoiler (click to show/hide)



I told the expenable military to enter the "refuse pit" as part of their rite de passage. When the lever was pulled a fearsome dragon would be released. If they could slay it they would become the future heroes of Sealbarb.

Spoiler (click to show/hide)



Those guillible fools! [Note: Excessive migrant waves are being delt with]

3rd Timber
According to the screams the former captain of the guard has finally gone mad.
The mayor has been put under house arrest. (Locked in her room)
I HEREBY PROCLAIM MYSELF SELF-STYLED DESPOT OF THIS FORTRESS.

14th Moonstone
Most of the dwarves accept my dictatorship. I'll still have to keep an eye out for traitors.
Construction on New Sealbarb is progressing nicely.
The gnomish caravan has arrived.

16th Moonstone
Spoiler (click to show/hide)

A human siege has arrived! I'll teach them never to interfere with my politics again! (Plus some useless military idiots might get killed.)

18th Moonstone
Spoiler (click to show/hide)



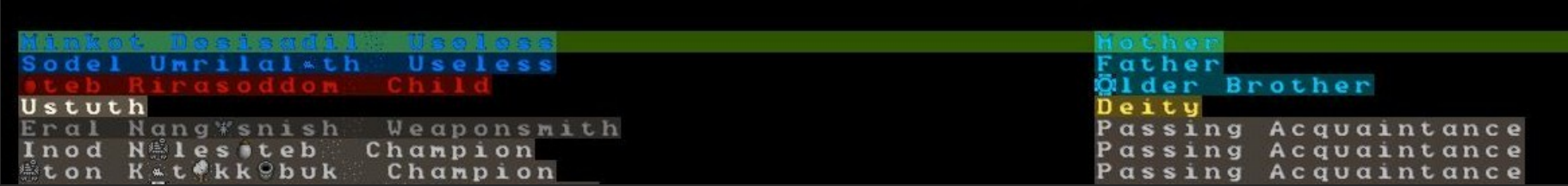
18th Opal

[Spoiler](#) (click to show/hide)



A child has claimed a workshop as is gathering materials as I write this.

[Spoiler](#) (click to show/hide)



If it doesn't produce anything vaguely interesting/amusing/useful I'll throw it together with its family in the dwarven refuse pit, they won't be missed.

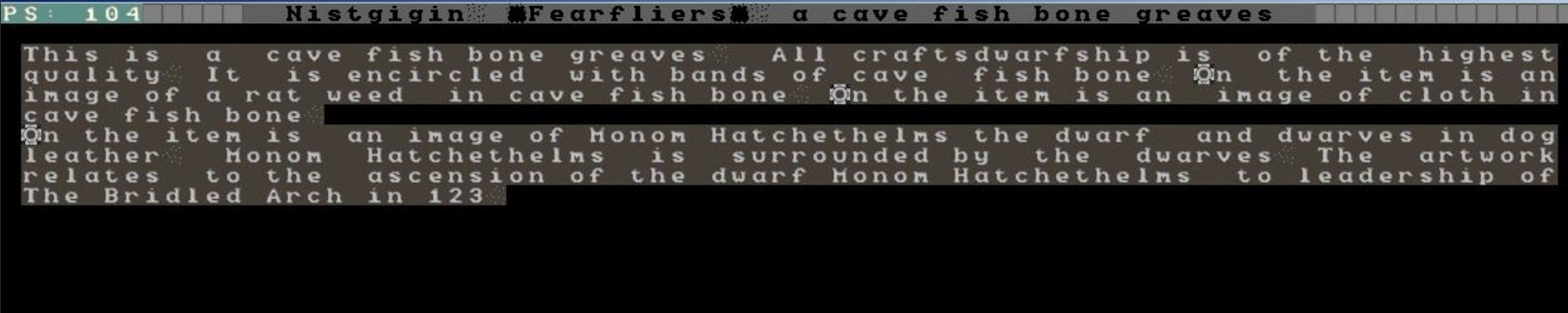
[Spoiler](#) (click to show/hide)



Even his deity agrees!

22th Opal

[Spoiler](#) (click to show/hide)



We already have a legendary bonecrafter. TO THE DUNGEONS!

2nd Granite

[Spoiler](#) (click to show/hide)



The mayor finally died.

13th Granitie

[Spoiler](#) (click to show/hide)



A human ambush has been dealt with. The previous squad leader was drinking at the time. He will be dealt with retiring early.

15th Granite

There is some mongering among the officers. I must quell this rebellion before it gets out of hand. The execution platform is being installed.

16th Granite, Early Morning

[Spoiler](#) (click to show/hide)



A human snatcher appeared. His eyes are currently being gauged out by our lovely friend the Bonelord.

16th Granite, Morning
[Spoiler](#) (click to show/hide)



Apparently I underestimated the human snatcher. He wounded the Bonelord and got away.

17th Granite
[Spoiler](#) (click to show/hide)

Snatcher! Protect the children!

Another child snatcher appeared. You know what? I don't care. I don't give a damn about those Armokdamn babies.

19th Granite
[Spoiler](#) (click to show/hide)



The first snatcher was found. I'm starting to like his screams of agony, too bad I can't keep him as a pet.

12th Slate
[Spoiler](#) (click to show/hide)

Ur vadrobek and th surrounding lands have been made a barony
The Tax Collector Erush Righthkacoth has arrived
The Hammerer Shorast Mebzuththolest has arrived
The Baroness Rith Kulallor has arrived

Disaster has struck. Apparently I've been managing this fortress too good and the mountainhomes noticed this.
Currently the executing platform for the rebellious militarists is being built. It might have some other uses as wel...

15th Slate

[Spoiler](#) (click to show/hide)



Comrades! Today we will remember as the day that Sealbarb has arisen from its ashes to glory and power! A new era is approching! The era of Sealbarb!

Food is in abundance! housing is for not for just the rich! Happiness is Sealbarb's main export!

Yet still there are traitors, cowards, saboteurs, assassins among us.

[Spoiler](#) (click to show/hide)



One of them is this man! When the last human ambush came he was hiding in his room, causing many injuries among our resilient citizens! He shall be punished accordingly, just like these newly-arrived so-called "nobledwarves". They did nothing for Sealbarb, in fact the only reason why they are "the elite" of dwarven society is because they inherited it!

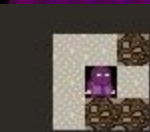
A true dwarf does not inherit anything, he earns it through hard work and bravery!

Viva la Revolución!

[Spoiler](#) (click to show/hide)



Sazir Babinvab* Bastard has fallen into a deep chasm



The other nobles will follow shortly.

18th Slate

[Spoiler](#) (click to show/hide)



A butcher has claimed a craftdwarf's workshop and his working furiously at the moment.
I'll keep a close eye on this one.

22nd Slate

[Spoiler](#) (click to show/hide)



Huzzah! Another bonecrafter. He'll be replacing the currently recovering Bonelord.

11th Hematite

[Spoiler](#) (click to show/hide)



A lizardman siege has arrived. Let's see what our military can do about that.

[Spoiler](#) (click to show/hide)



And one dead champion-

[Spoiler](#) (click to show/hide)



-[Ahum, savescum due to being illprepared for orcs]

22nd Hematite

[Spoiler](#) (click to show/hide)



Kobold Ambush.

[Spoiler](#) (click to show/hide)



Result. -[I think the game is trying to tell me something about my methods(KKK)]

10th Malachite

The hammerer finally died.

26th Malachite

Apparently the migrants consider us a deathtrap, can't blaim 'em.

20th Limestone

An elf ambush party was founded and defeated, at the cost of one herbalist caught in the crossfire. Currently trading with the minotaurs.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **LordNuts** on **December 20, 2009, 04:40:57 pm**

Huh? Didn't notice anything about that. Couldn't you have slaughtered them for meat instead?

EDIT: Hortun, could I perhaps "borrow" your turn on monday? I know it's not the Sparkgearian way but I'm currently transitioning everything to New Sealbarb and it's getting kind of late here in Europe (1:04 AM) and I'd hate to have all my work go to waste.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Hortun** on **December 21, 2009, 03:37:59 am**

Quote from: LordNuts on December 20, 2009, 04:40:57 pm
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Go for it.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Kyronea** on **December 21, 2009, 03:58:44 am**

I'll take a turn. 24th if it's available. I know I kinda messed us up in my initial turn, but hopefully I can make up for that.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Carcer** on **December 21, 2009, 04:10:38 am**

Having semi religiously read through all the other SparkGears, I feel I need to throw myself head first into this one.

Can I have the first available day, which if I've read the first post correctly is now either the 23rd or the 25th?

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 22, 2009, 09:46:18 am**

Main post updated. Good job, LordNuts! My only beef is the savescum, but I'll let it slide.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Carcer** on **December 22, 2009, 04:04:25 pm**

Um, blast, I haven't actually plaayed any having only recieved confirmation of my turn so relatively late and not expecting to ever get it.

Could I instead have the 25th?

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **LordNuts** on **December 22, 2009, 05:42:07 pm**

Some updates, Danarca has been struck down. Apparently some ~~idiot~~ previous rulers thought it was a good idea to let him engrave the hillside. It looks like I didn't undesignate everything. He was killed by an ogre ambush. Save will be up very, very soon.

- Notes to next ruler:
- 1)Set up new bedroomcomplex and workshops underneath the new fort. Mine was lost due to an orc attack. (Spike trap did not decently function.) Also set up a new farm next to the new dining room, pumps are already in place.
 - 2) Read the notes surrounding the new entrance.
 - 3) A lot of dwarves don't have good professions turned on due to circumstances, a lot of micromanaging is probably necessary
 - 4) Train up marksdwarves and station them in the corridor above the**

spiketr

Don't fully rely on the spike trap. It's unpredictable at best.

- 5) Don't mess with the spike trap. Leave the ogre alone.
- 6) Next migrant wave should provide some haulers. We have too few
- 7) Some microcline might be burning outside the fort. I turned it back to normal during my turn. The smoke was annoying like hell. [Yes I cheated]
- 8) Complete the new road to the fort so it's accessible by cart. Use some constructed ramps.
- 9) Payment will be waiting for all your hard work in the form of a golden sacrophagus.

Currently this is all. Final write-up + fun facts and figures will follow tomorrow.

SAVE (<http://dffd.wimbli.com/file.php?id=1704>)

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **calrogman** on **December 22, 2009, 10:33:18 pm**

Can we get a DFMA map please?

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **LordNuts** on **December 23, 2009, 05:42:04 am**

Dfma Map (<http://mkv25.net/dfma/map-7692-sealbarb>)

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **TheCatfish** on **December 23, 2009, 10:23:25 am**

Quote from: LordNuts on December 22, 2009, 05:42:07 pm
Some updates, Danarca has been struck down. Apparently some ~~idiot~~ previous rulers thought it was a good idea to let him engrave the hillside.

Oddly that's how he died repeatedly in my playthrough. He has a thing for them thar hills.

Quote from: LordNuts on December 22, 2009, 05:42:07 pm

1)Set up new bedroomcomplex...

Theres space for 34 more in the quarters I dug out. Just get some beds in and that'll work. Or if it isn't close enough just dig a staircase.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Hortun** on **December 23, 2009, 11:05:55 am**

Quote from: LordNuts on December 22, 2009, 05:42:07 pm
Some updates, Danarca has been struck down. Apparently some ~~idiot~~ previous rulers thought it was a good idea to let him engrave the hillside.

But... the pretty hillsides! They're worth so much engraved.

Though he may be dead in body, his is immortalized in several hundred-thousand dorbucks worth of engravings. :)

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **LordNuts** on **December 23, 2009, 02:07:13 pm**

Quote from: Hortun on December 23, 2009, 11:05:55 am
Quote from: LordNuts on December 22, 2009, 05:42:07 pm
Some updates, Danarca has been struck down. Apparently some ~~idiot~~ previous rulers thought it was a good idea to let him engrave the hillside.

But... the pretty hillsides! They're worth so much engraved.

Though he may be dead in body, his is immortalized in several hundred-thousand dorbucks worth of engravings. :)

Well, at least he was with us long enough to decorate my golden tomb.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Danarca** on **December 23, 2009, 03:56:55 pm**

I'm just impressed he/I even lasted *my* turn...

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Kyronea** on **December 24, 2009, 10:52:32 pm**

Kay, turns out things have come up. Skip my turn, please.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Carcer** on **December 25, 2009, 05:49:45 am**

I'll be starting my turn soonish.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 26, 2009, 12:49:59 am**

Final turns up for grabs!

Who wants to run January? I will have no time at all to run a game next month.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Lord Shonus** on **December 26, 2009, 04:01:05 am**

What mods will we use. I may consider running it.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 26, 2009, 01:45:56 pm**

I suppose that wouldd be up to whoever is running it. Relentless assault was a good time.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Hortun** on **December 26, 2009, 04:01:07 pm**

I'd be tempted to run it just to test out a fun mod idea I had. I was going to make it so that weapons and armor could no longer be made from metal. Bone would be modded to be the only material for weapon and armor making.

I suppose it would be mean to run relentless assault with the bone mod, too, eh? :P

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 26, 2009, 05:27:01 pm**

I dunno, on this one I swapped the damage types of all the weapons, along with swapping all of the damage values of all the metals except the blue one.

Yeah, silver weapons were steel, just to mess with you guys.

Anyone claiming?

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **The Architect** on **December 27, 2009, 02:33:56 am**

Waiting for new mod, bro. Afraid all successions and such are heavily suffering in its anticipation, so all of mine are on hold too.

Anyone have some epic Sparkgear-ness to share from this one? Unless I've missed something, there were no megaprojects, epic moments, or fun characterization. Very odd for a Sparkgear.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Lord Shonus** on **December 27, 2009, 07:20:40 pm**

I think I'll run one wiht Civ-forge unleashed and Orcs, if nobody else wants to run it. That way, the 40d series sparkgears will have used both major expansion mods.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **sir labreck** on **December 27, 2009, 08:20:56 pm**

So, I probably just miss all the fun. I don't care much about what mod will be next SG, I'll just be happy to be able to run crappy save without 10 FPS or less ^^

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Hortun** on **December 28, 2009, 04:05:30 am**

Quote from: The Architect on December 27, 2009, 02:33:56 am
Anyone have some epic Sparkgear-ness to share from this one? Unless I've missed something, there were no megaprojects, epic moments, or fun characterization. Very odd for a Sparkgear.

Well, there was that one engraver who smoothed and engraved a vast area of the mountainside for years before an ambush finally got him, but otherwise not really.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Kyronea** on **December 28, 2009, 03:50:47 pm**

Quote from: The Architect on December 27, 2009, 02:33:56 am
Waiting for new mod, bro. Afraid all successions and such are heavily suffering in its anticipation, so all of mine are on hold too.
Anyone have some epic Sparkgear-ness to share from this one? Unless I've missed something, there were no megaprojects, epic moments, or fun characterization. Very odd for a Sparkgear.

I blame my awful starting point for setting the tone.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **December 28, 2009, 07:24:05 pm**

Okay, Shonus has the leadership and mod. Legendary Lands could be a fun mod.

Is anyone going to take another day? anyone?

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Lord Shonus** on **December 28, 2009, 11:35:16 pm**

Alrght. I'm going to use Civ Forge Unleashed + Orcs. Naturally, this is going to be a slow game, with the new version coming out, but I'm still interested. Won't take anothe SG 8 turn, I'll be a bit busy setting IX up. How ablout these rules.

1. Keep the animal population and stone count controlled.
2. You may engrave only underground, unless the outside area is entirely surrounded by walls.
3. Stonefall traps are prohibited. Weapon trapsw are allowed, but only imported and captured weapons are allowed
4. Turtle by permission only.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **sir labreck** on **December 29, 2009, 07:51:18 pm**

Engraving, who cares? Stone trap, they are useless, weapon trap, too complex, if you don't want them, just say it ^^

Turtling, with orc, it will be a necessity at the beginning...

I take the third turn, I want to get an early hand on this :)

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Lord Shonus** on **December 29, 2009, 07:59:29 pm**

I'm going to try to start the 2nd. I'll likely be too dwarfy on the first to play.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **nil** on **December 30, 2009, 04:23:25 pm**

Quote from: sir labreck on December 29, 2009, 07:51:18 pm
Engraving, who cares? Stone trap, they are useless, weapon trap, too complex, if you don't want them, just say it ^^
Turtling, with orc, it will be a necessity at the beginning...
I take the third turn, I want to get an early hand on this :)

Agreed, a no turtling rule with Orcs is ultimately not realistic (unless maybe you changed their triggers in the entity file to make them come later). Also, keep in mind there are a lot of friendly civs in CivForge who come year-round, so there is already an in-game penalty for turtling. Meanwhile, given that Orcs are trapavoid and none of the enemies in CivForge are tough enough to need traps, I say they can be banned entirely (except for maybe a small number of cage traps to capture a few prisoners/tameable animals).

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Lord Shonus** on **December 30, 2009, 07:20:10 pm**

What I'm experimenting with atm is swapping orcs and goblins, by giving the Orcs names, [babysnatcher], etc. and removing same from the goblins, then swapping the progress triggers. I'm having a little troble making it work though. The gobbos keep going extinct.

As for traps, I like them, but they're so easy to abuse, I decided to look for a compromise. Cage traps are single shot and require a steady supply of cages, while importation is a bit of a chancy way to supply traps. (Capture is more problematic still, because without traps, a strong force is needed.

Maybe we shouldn't worry too much about turtling. It has contibuted to the lack of epicness in the more recent sparkgears.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **nil** on **December 30, 2009, 08:01:48 pm**

Quote from: Lord Shonus on December 30, 2009, 07:20:10 pm

What I'm experimenting with atm is swapping orcs and goblins, by giving the Orcs names, [babysnatcher], etc. and removing same from the goblins, then swapping the progress triggers. I'm having a little troble making it work though. The gobbos keep going extinct.

That's a good idea... try changing the goblins' ethics to outlaw murdering (or at least discourage it, e.g. with MISGUIDED).

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Lord Shonus** on **December 30, 2009, 08:11:39 pm**

I was considering adding a littersize to their raws, but demurdering them might work.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **nil** on **December 30, 2009, 08:25:52 pm**

In my experience litersize makes little difference, although lowering the child age does.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **darkfragrance** on **December 30, 2009, 08:40:12 pm**

Littersize does appear to affect how many children total may be born in world gen; worlds with orcs set to littersize 100 get completely overrun, while in worlds where their littersize is the default they get slaughtered by my giant cave spider civ right off the bat.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Lord Shonus** on **December 31, 2009, 03:09:40 am**

Just a little testing left to do, but I'm pretty sure I finally got the goblin horde working. It took LITTERSIZE 50:100 and KILL FACTION MEMBER: UNTHINKABLE, but it seems to be working. If this pans out, I'll start the new thread.

Should I just pick a site and profile?

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Mraedis** on **December 31, 2009, 04:47:14 am**

Sparkgear IX already? This is going fast.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **The Architect** on **December 31, 2009, 07:56:20 pm**

Quote from: Mraedis on December 31, 2009, 04:47:14 am
Sparkgear IX already? This is going fast.

I feel like a lack of quality is being compensated by quantity. But no one asked for my opinion.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Akigagak** on **January 01, 2010, 12:23:43 am**

Doesn't stop you though does it?

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **January 02, 2010, 01:15:33 am**

Excuse me, but we're not compensating. We make one a month, and we're starting on the ninth month.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Hortun** on **January 02, 2010, 02:45:08 am**

Quote from: The Architect on December 31, 2009, 07:56:20 pm
I feel like a lack of quality is being compensated by quantity. But no one asked for my opinion.

You know, I don't see a whole lot of positive posts coming from you.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **The Architect** on **January 05, 2010, 05:47:58 pm**

I do dearly love Sparkgear. That is why it pains me to see it go downhill so badly, and why I have made negative comments. I did make a disclaimer about no one asking for such comments, but that didn't lessen my personal need to make them. Sparkgear shouldn't compensate for quality with quantity (churning out a new failure every month isn't really in keeping with SG's style, but we have been doing that).

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **January 05, 2010, 11:48:10 pm**

That's exactly SparkGear's style. There's a new one every month. That's what sets it apart from other community games and stories.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Lord Shonus** on **January 06, 2010, 01:34:02 am**

Sparkgear's been on a monthly bases since very early, if not the very beginning.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **The Architect** on **January 06, 2010, 02:38:39 am**

Quote from: Lord Shonus on January 06, 2010, 01:34:02 am
Sparkgear's been on a monthly bases since very early, if not the very beginning.

Maybe that's true. But they've gone from 50+ pages to less than 20. Perhaps we need Nahkh.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **Lord Shonus** on **January 06, 2010, 03:01:21 am**

OR its a symptom of the same cause that's slowing the community games section in general, namely that there's been a lot of holidays and that the new version is expected to come out in a month or three.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **The Architect** on **January 06, 2010, 03:06:09 am**

Quote from: Lord Shonus on January 06, 2010, 03:01:21 am

or three.

I hear you, nothing that hasn't been said before. However all I can get out of your post is the part above. And it makes me sad to think that it might really be that long.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **Lord Shonus** on **January 06, 2010, 03:54:09 am**

Well, the flu's pretty nasty.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **The Architect** on **January 06, 2010, 04:19:39 am**

Quote from: Lord Shonus on January 06, 2010, 03:54:09 am

Well, the flu's pretty nasty.

I hadn't heard about that, no net for about a week. I wish him well.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**

Post by: **Heron TSG** on **January 06, 2010, 09:05:34 am**

Quote from: Toady One on January 21, 2009, 03:42:01 am

Although I like to watch the Countdown decrease, it has ceased to be a motivator for me and has even been a hindrance at times. Instead, here is the list of remaining items for the next release. I'll be coloring/modifying this post as work progresses. The list is more or less fixed, though there might be minor changes, omissions and additions as I go along.

Keep in mind that this is the list of remaining items as of the original posting, not the total list of changes for the next version.

Wounds/Combat (last changed Aug 29)

Spoiler (click to show/hide)

- Updating material spatter display
- Updating snow-covered building colors
- Updating blood spatter on weapons/clothing during wounds
- Updating bleeding/pain during weapon twists
- Updating HFS wound-related stuff
- Updating wrestling shakes
- Updating wrestling tear-aways
- Updating strangulation
- Updating joint-lock breaks
- Updating gouge damage
- Updating some spatter removal code
- Updating spatter map text strings and other text info
- Updating melting snow
- Compound fractures and some other traumatic layer to layer interactions
- Verify that thrusts are working properly
- Make relations work correctly on initial strike, not just organ strikes
- Non-solid tissue support
- Update fireball damage
- Get numbered BPs to work properly with wounds
- Better establish tissue ordering
- Do more with momentum dampening effects as attacks pass from layer to layer
- Reestablish combat text
- Update temporary criticals
- Create dwarf mode combat reports
- Update historical figure wounds
- Update army strength function for legends
- Item/attacking part damage

Creature Raw Update (last changed Aug 3)

Spoiler (click to show/hide)

- Subterranean Creatures
- Standard Creatures

Descriptions (last changed Aug 10)

Spoiler (click to show/hide)

- Appearance paragraph
- Start appearance modifiers at proper levels respecting age
- Wrinkles
- Bearing, mannerisms, with personality tie-ins
- Handle tissue density variable properly
- Creature art elements vs. castes
- Conversation context vs. castes
- Styling of cosmetic tissue layers

Skills/Attributes (last changed Aug 4)

Spoiler (click to show/hide)

- Do creature raws vs. attributes (at least for dwarves/elves)
- Update attribute effects on job duration
- Update attribute display
- Handle attribute increases
- Handle skill rusting
- Handle skills vs. grasp/stance strikes
- Update skill user names
- Update dwarf skill start values
- Handle counterstrikes vs. skills
- Handle undead vs. souls (at least in some quick way)
- Update equipment improvements based on initial creature skill level
- Consider size vs. layer thickness for changeable layers
- Do the fat thickness, perhaps with some appetite/metabolism effects to avoid homogeneity
- Update (temperature) layering effects

Venom (last changed Aug 29)

Spoiler (click to show/hide)

- Venom raw definitions and structures
- Inhaled poisons
- Contact poisons
- Injected poisons
- Update poison weapon framework
- Neurotoxins
- Necrosis
- Other poison effects as needed

- Delayed poison effects
- Arbitrary material breath weapons
- Resistance in terms of attributes and also developed against specific toxins through exposure
- More organ links to function
- Syndromes linked to failure of body systems (instead of materials)
- Digestive venoms and generalization of bruises/blisters/necrosis to other damage types
- Move many death effects over to brain death (maintaining original cause text)
- Wound infection and sepsis
- Other diseases

Health Care (last changed Sep 24)
[Spoiler](#) (click to show/hide)

- New setup for hospital
- Realigning of compound fractures and traction
- Sutures for open wounds
- Use of soap to clean patients
- Surgery to remove rotten tissue
- Dressing wounds with bandages
- Splints
- Crutches
- Plaster casts
- Soldiers able to perform basic first aid
- Separate out feeding of patients as a job
- Medical information and chief physician appointment
- Make dwarves clean themselves up and groom/trim their cosmetic tissue layers

Map Features (last changed Apr 25)
[Spoiler](#) (click to show/hide)

We're not spoiling specific features, but there are general goals:

- Possibility for unending attacks
- Underground feature resources more likely and useful (farmable areas, etc.)
- Easy to find features (if you want lots) throughout all Z levels, arranged to permit ample area for a fortress
- Features spanning multiple world map squares
- Consider rope/ladder/etc. building particularly for downward movement into large open spaces

Sites (last changed Oct 30)
[Spoiler](#) (click to show/hide)

- Tie in cave sites to map features
- Handle how mega beasts in world gen move between the new caves
- Update cave size calcs
- Update generation of cave pops
- Entity cave dwellers vs. new caves
- Update cave diggers in world gen
- Update cave generation vs. map features
- Update text/symbol/color of sites (particularly caves) vs. map features
- Update entity site preferences vs. new caves
- New caves vs. skulker stealth during world gen
- Update world gen site defense values vs. new caves
- Update conversation vs. new caves

Entity Positions (last changed Nov 9)
[Spoiler](#) (click to show/hide)

- Update entity link addition/removal for position holders
- Handle position names
- Update manager
- Update bookkeeper
- Update priests
- Update guards (as a position, other parts during squad update below)
- Update liaison
- Update meetings vs. new positions
- Update the noble/appointment screens
- Handle selection/arrival of land-associated nobles (Baron etc.) and related position-holders (tax coll., etc.)
- Handle some other election/succession issues
- Update some world gen skills vs. new positions
- Respect gender/caste for generated position holders
- Update position spouse names
- Update personality generation in world gen for position holders
- Update room/furniture privileges vs. new positions
- Update position holder seat of power
- Update general selection during world gen vs. new positions
- Update starting position holders in world gen
- Update importance of position holders in histories
- Handle issue with entity links on abandon
- Update temple greeting triggers vs. new positions
- Update attaining criminal status in adv mode
- Handle entities with variable world gen positions
- Handle world gen soldier selection issue
- Update leader in history text dump
- Update monarch arrival
- Update coin images
- Update positions vs tile graphics
- Fix problem with world gen birthdays
- Remove several obsolete tags
- Remove any final remnants of replaced unit types
- Creature/mount prefs for leaders
- Remove demons as forced powers for goblins and have such arrangements arise through mega-beast behavior

Squads (last changed Dec 1)
[Spoiler](#) (click to show/hide)

- Separate squad profiles from individual dwarves
- Ability to create squads associated to positions on military screen
- Add squad command mode to dwarf mode
- Ability to create station point and patrol routes as completely separate objects
- Ability to issue movement orders to squads and individual squad members
- Ability to issue attack orders to squads and individual squad members
- Add yearly squad schedules
- Squad postings to multiple locations per scheduling period (say, holding specific tiles at several doors)
- Make sure the squad leader's activity/status does not cause squad to abandon all positions or to fail movement orders
- Consider alert status options for both squads and the fortress
- Deal with squad schedule/alert status vs. on break/jobs
- Assigning squads to barracks, split up barracks functions
- Weapon rack and armor stand assignments to individual soldiers within the barracks (automatic or manual if you care)
- Squad-based equipment settings with individual overrides
- Appointee to handle individual equipment overrides, automation of equipment upgrades, as well as training supplies
- Soldiers that are standing down should sort out their equipment according to their assignments
- Ability to branch out to other weapon types, especially if that's all you've got around
- More control over archery training materials
- More control over hunter equipment
- Better handling of axe/pick issues with civilian vs. military equipment
- Familiarity with individual weapons, attachment to them, weapon mentions in legends
- Booze instead of water should be allowed
- Framework for instructor-led training, with instructor and evaluation of pupils determining nature of sparring/routines
- Associated skills for leading/teaching
- Basic equipment-based and unarmed drills, paired up or not
- Update sparring as an instructor-led squad-based practice
- Check out sparring injury rates vs. new wound system
- Update archery training and some associated settings
- Ability to use free time for additional practice/drills if so inclined
- Personality effects on training
- Loosen up restrictions on changing elite soldiers
- Replace champion unit type with a single appointed champion
- Ability to create formations and have squads hold a given formation at a position or during movement
- Formation drills, with training having an impact on the ability to hold formation and overall military discipline

Some other unfinished business (last changed Dec 15)

[Spoiler](#) (click to show/hide)

- Some corpse material issues
- Handling butchery/rot/fish cleaning/eat leavings vs. body materials
- Few mat issues with processed fish and also generated trinkets
- Updating undead severs
- Some quick function updates based on tissue materials
- Handle issue with totem items vs. castes
- Update some issues with moods vs. new corpses
- Update some of the optimizations for job reactions
- Update automation of tanning jobs
- Update rot miasma
- Update thick webs vs. castes
- Update brittle flag
- Change some instances of color over to color patterns
- Inorganics assume solid state in naming function improperly
- Some other inorganic/mat flags need to be merged
- Issue with stout creatures vs. items
- Update certain dropped items disappearing when they hit the ground (globs/liquids etc.) vs. spatter
- Update 'nastiness' for mats vs. eating/etc.
- Handle a few material contaminant issues
- Update age condition on powers vs. castes if necessary
- Update vermin appearance flags
- Update blood flow/contam pushes
- Update the current seasonal cleaning of blood hack vs. new material spatter

Final
[Spoiler](#) (click to show/hide)

- Explore a few other (very minor) compat issues
- Fix the annoying cat bug
- Perform the hydra test
- Any remaining tests
- Handle a few misc. bug reports and minor interface requests that have arisen
- Merge with the 40d# stuff

Color Key

- To Do
- Doing Doing Doing Doing Doing Doing Doing
- Done
- Done (contains delayed items)
- Delayed (put off, but might do still them depending on time)
- Put off (definitely out for this release)

Compared to three months ago, this is looking really really close. Once the new version comes out, I'm sure many people will come back.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **The Architect** on **January 07, 2010, 12:05:08 am**

Yea, that's been quoted a lot around the forums (especially by me) but it has been like that since well before Christmas.

Title: **Re: Sparkgear VIII - Behind the Eight Ball**
Post by: **Heron TSG** on **January 07, 2010, 12:09:36 am**

This isn't constructive, move to the next topic, unless you think that it's too quantified.

Bay 12 Games Forum

Dwarf Fortress => DF Community Games & Stories => Topic started by: Lord Shonus on December 31, 2009, 05:08:38 pm

Title: **Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Lord Shonus** on **December 31, 2009, 05:08:38 pm**

I haven't got the game started yet, but I figured I'd post my modified version if people wanted to play with it.

<http://dffd.wimbli.com/file.php?id=1730> (<http://dffd.wimbli.com/file.php?id=1730>)

Signups for the first week are open. Due to New Years, I'm pushing the start date to the 4th. Sorry.

- 04 January: Lord Shonus
- 05 January: elwessweettea
- 06 January: sir_labrek
- 07 January: Ajar
- 08 January: PsyberianHusky
- 09 January: KenboCalrissian
- 10 January: LordNuts

- 11 January: Nil
- 12 January: Zefferin
- 13 January: KenboCalrissian
- 14 January: Defiance
- 15 January: Overspeculated
- 16 January: ajar
- 17 January: Demonic Spoon
- 18 January: Demonic Spoon
- 19 January: ~~Lord Shonus~~ nil
- 20 January: nil
- 21 January: Quake IV
- 22 January: Pwnzerfaust
- 23 January:
- 24 January: Sir Labrek
- 25 January:
- 26 January:
- 27 January:
- 28 January:
- 29 January:
- 30 January:
- 31 January:

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **PsyberianHusky** on **December 31, 2009, 06:56:08 pm**

May I get the 8th?

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **KenboCalrissian** on **December 31, 2009, 10:52:16 pm**

I've been wanting to take a stab at a Sparkgear... I'll take the 9th!

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **elwessweettea** on **January 01, 2010, 01:08:18 am**

Signup for the 5th!

Will be weird playing without any raptors of instant doom.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 01, 2010, 01:26:17 am**

Updated. I'm genning worlds right now, trying to find something decent.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **ajar** on **January 01, 2010, 08:23:48 am**

Oh yeah, Sign me up! I've played 2 sparkgears before it's great fun! I'm okay with 7th jan or few days later. The BEST turns! thanks for continuing this epic...

edit: hey

I feel inspired about doing some illustration about this sparkgear. It's the number 9 after all. I might call Nahkh to see if he'd like to inspect this sparkgear if he's forgotten about sparkgear..... or maybe not =D

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **LordNuts** on **January 01, 2010, 08:42:12 am**

Sign me up for the 7th, and if not possible or if it's claimed the 10th.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 02, 2010, 03:56:22 am**

Ajar gets the 7th, Nuts gets the tenth.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **sir labreck** on **January 03, 2010, 02:13:09 am**

Ok, so it turn that we start the 4th, good, more time to relax, just to make sure no one forget that I'm alive lol ^^

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Flaede** on **January 03, 2010, 03:59:40 pm**

I'd like in if possible. Do we know in advance if there are going to be any crazy gimmicks like burning microcline? or is that all part of the FUN?

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 03, 2010, 05:25:39 pm**

Signups for week 2 will start the tenth. As for gimmiks, I'm fousing more upon the goblin horde then flaming roks.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **SoulSpeared** on **January 03, 2010, 06:19:13 pm**

Sign me up!

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **KenboCalrissian** on **January 03, 2010, 06:47:55 pm**

I genned a world for fun to see what to expect... I was surprised, no orcs survived, but a lot of nastier sounding things did!

Any idea what map we're using? If you want a really hard challenge, I found a 8x3 spot with both good and evil jungles, separated by untamed wasteland, and containing an aquifer. I'm not sure what other features (if any) are present, but there are a LOT of hostile civs in the area around it. Frequent raids should keep it interesting, though the lack of elevation and probable lack of features might put a damper on it.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 03, 2010, 08:34:05 pm**

I'm currently genning with beefed-up dragons (so they survive world gen.) when I find a good site, I'll let you know.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 04, 2010, 02:06:22 am**

Alright, I've found a decent site.

Thanks to the rather high cliff on one side, it goes up a long way. 52 z-levels above the floor where I started. That will be nice for projects. It's adjacent to every hostile cive, as well as every friendly one except the (extinct) elves. (OK, they're not totally extinct. There's two left.) I'm playing on it now.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **sir labreck** on **January 04, 2010, 02:22:14 am**

Breaking an aquifer, should be fun, I know how, but I never did it ^^ Lots of hostile civ, just hope we will be able to do something about it except shut the bridge. If you don't do it and the next on the list don't do it, I'll probably try break through the aquifer.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 04, 2010, 03:21:32 am**

I haven't even found it yet. Here's the turn so far.

Why the seven were sent to that blasted land, none still living knows. Whether the king hoped to avoid sharing the fate of the elves by hiding outposts in remote lands, or these seven had merely drawn his ire, these reasons have been overshadowed by the remarkable events that came to pass. The story of the founding can best be told through the journals of the rulers.

11 Slate
The Trade depot had been built, and the channel for the magma foundries is nearly complete. Very soon, we will be secure beneath the earth.

26 Felsite
The Miner struck platinum while digging out the dining hall. Truly a good omen.

28 Felsite

A fire imp killed the farmer Shorast Nisheral today. One of the smiths killed it.

23 Malachite
At last, all of the food workshops are complete, and booze is flowing from the still. I’ve put in the order for the dining room furniture, and I trust that it will be fully furnished ere year’s end. The dwarven caravan draws near, but we have a massive supply of crafts made of billion, silver, and platimun.
12 Galena
While hunting, our tanner killed a fire imp, but was badly injured in the fight.
3 Limestone
The tanner has recovered. The imp was delicious.
12 Limestone
The caravan has come. I’ve ordered the pile of crafts to be moved to the depot.
17 Sandstone
Migrants! Wonderful. Our population is now 13. I set a couple of them to smoothing the dining hall.
11 Moonstone
A vamari caravan has arrived.

14 Moonstone
Caught a jawa* in a cage
That just fills me up with rage
There’s been no bloodshed in an age
The thief has read his final page

* Also caught was a zephyr

16 Moonstone
The vamari caravan master seemed to be very proud of the goods he sold us. I hope he doesn’t realize I only bought them to melt them down.

20 Moonstone
The goblins have been driven off, at a cost of two lives. Urist Febeggut and Dastot Alenzuglar, our two miners that were forced to hold the line, were killed in action. Enemy casualties were five wrestlers killed, four wrestlers captured. This was possible due to excellent timing on the opening and closing of the bridge. Two of our dwarves were wounded in the battle, neither seriously.

22 Obsidian
With both our miners dead, I had to recruit replacements. As training, I had them dig out an arena beneath the residential quarters. That arena is now complete. As soon as the sword I ordered made is complete, I will personnaly slaughter the goblin prisoners. And the Zephyr.

I'm really plesaed with how the goblins turned out. They're much more challenging at this stage of the game, but they're not nearly as overpowering as orcs.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 04, 2010, 05:02:21 pm**

1 Granite
The high elves, who, unlike their disgusting cousins still exist, have come to trade. This is convenient, as a force of dynasauri has come to siege. We will sit behind the merchants and collect thir goods after the enemy kills them. Then we kill the enemy. It's the perfect plan. There are 16 dynasauri here.
16 Granite
The only survivors from the siege were the five dynasauri and a beak dog that were caught in the traps. The others were slaughtered by the merchants, who lost one of their guards.
17 Granite
Now, we have frost giants. You know the drill.
21 Granite
On this day, Lord Shonus Scholarbridge was slain in battle. Also killed was the weaponsmith. The High Elven caravan was destroyed, but the giant force was driven off with heavy losses.

Here's the save
<http://bb.xieke.com/files/SGIX.zip> (<http://bb.xieke.com/files/SGIX.zip>)

Two sieges in one season nearly wrecked us. There's only 11 Dwarves left alive, one or two of whom are wounded, and I haven't found the aquifer, so we have no water. The good news is that we have lots of steel equipment from the dead high elves to melt down, as well as plenty of food and a supply of wood.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **elwessweettea** on **January 04, 2010, 08:15:16 pm**

Ok, ready to go. When do turns end? What rules are in effect?

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 04, 2010, 10:31:22 pm**

The main rule it to try to really *add something, and to keep the defences reasonably strong.*

Turnover is the same as VIII.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **elwessweettea** on **January 05, 2010, 01:06:42 am**

Can we pull the lever to lock off the outside world if we have two seiging civs immediately after each other (<1 day between)?

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 05, 2010, 05:27:46 am**

That's why I built it. If you time it carefully, you can use it to split the emeny into managable chunks.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **elwessweettea** on **January 05, 2010, 05:15:14 pm**

Ergh, I'm sorry, I can't handle playing a fort where my dwarves die, it hurts me too much. I've played a season, but can't play any further. Shall I upload one season later with really only one event of importance, before any more sieges come, or forfeit?

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 05, 2010, 07:17:43 pm**

Well, if you've stabilised the situation from my save, I'd say that that's enough to upload.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **sir labreck** on **January 06, 2010, 12:32:03 am**

Because it's midnight, I'll probably sleep soon, so you have up to 8 hour or so if you want to extend on my turn.

I'll see what I can do for the multiple problem that would arise :p I don't have read the summary, will do it tomorrow. Or should I say, this morning, good night, hope you'll awake for dreaming a little more :p Life is a dream and everyone awake.

(Anyone think I'm crazy can say it lol).

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **elwessweettea** on **January 06, 2010, 03:59:20 am**

Thanks for the extension.

Journal of Unib Lunatir, Bowyer, immigrant to Massivegem the Arches of Assault in the midspring of 304.

28 Malachite: After a long trek, I and 19 of my compatriots have finally arrived at this glorious new fortress from the Mountainhomes. We

heard it was a most productive fortress, full of glory and trade and money! The Mountainhomes have not had much need of bowyers for a long while, given that they already have legendary bowyers uninterested in taking me on as an apprentice, so I ran away with this group to come to the Massivegem. When we got here, there was no leader; we ended up wandering our own way to the dining room, where we finally got instructions from the 9 dwarves currently living here. It was horrible, on the way down we heard two dwarves dying screams for water, but there was no water, either here or on the desert around here that we passed through. After hearing about the attacks that have occurred here, a few of us signed up for military service with some new maces; I'm still holding out for bow-making though.

1 Hematite: One of the recruits was happily jabbering in the dining room when he suddenly stopped talking and ran away. We found him in a crafts-dwarves workshop, where he had two pieces of slate and some high-elf bones. Perhaps he will create something out of them: he used to be a fish dissector and came here to learn a new skill, but who knows what he shall create?

3 Hematite: He created a beautiful amulet, which he calls Maramtakuth, the Pristine Charm. It is encrusted with slate, encircled with high-elf bone, and has slate spikes for good luck. He also came out quite a bit more insane: he no longer goes by Kubuk, but by Sweet Tea Hamesyrup, claims he is a kobold, and orders us around. Given his ideas, perhaps he would make a good replacement for the former despot Lord Shiso. We'll see what orders he gives.

4 Hematite: Sweet Tea ordered a huge expansion of the farming room for general storage, in the unstable upper soil. When we can hear hobgoblins and dyansauri encampments just a few days' march from the Arches of Assault, we need a more warlike ruler than Sweet Tea, certainly not this pansy of a cowardly kobold.

--
Save at <http://billydorminy.homelinux.com/SGIX.zip>

Have fun!

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **killaconcarnage** on **January 06, 2010, 04:38:32 am**

i will take the next possible day

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 06, 2010, 04:41:49 am**

You'll have to come back the tenth if you want to sign up. I'm only accepting one week's worth of people at a time. Preference will be given to those who are yet to have a turn.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **sir labreck** on **January 06, 2010, 02:20:20 pm**

I'm grabbing the save ^^

No need to thank for the expansion, when I sleep I can't play lol. So in summary, no water, heavy causality and a fortress with a legendary crafter? Sound good to me.

Here lie the record of the journey of Labreck III, a great dwarf who die when he venture to SparkGear IX, the book is crafted in tanned hide of High Elf. On the first page is draw a dragon and a cercle, black and white.

3th Hematite

Here I'm, my journey was long and perilous but I finally arrive to SparkGear, my father die in a fortress call SparkGear, as my uncle. But I'll survive. First thing, I present myself to the fortress and find my way to the great hall. A couple of dwarf was their and I show them my paper, sealed by the king himself.

The fortress is young but have already encounter our mighty enemy. No one have say it, but I know firmly that the king want to raise a gigantic army their and defeat once and for all the goblin and their alike. Farming is up, good, some stockpile too. We even got some magma and forge. I'll have to scout to find some iron and after that we will be able to produce steel.

We have some recruit, good thing, I hastily change their training for sword, we need the best for our soldier, crossbow and sword. Hammer is a fancy, mace also. The entrance is strange and I'll need to study a way to make a defensive corridor where the enemy will be strike down before they could reach the inner fortress.

10th Hematite

Someone would have to explain me that, why, in hell! each time I took control of a decent fortress, something go wrong? Anyways Hobgoblin besiege us, I have take the lead of the ranger unit and our close combat formation will have to hold, I hope the bridge work fine, if we can cut the enemy force in two, that will be an easy victory. They are 15, 6 axe user, 1 sword user, and a bunch whole of moron.

Armok, give me strength!

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 06, 2010, 03:17:13 pm**

I couldn't do it because of upload trouble, but if you could post a map when you finish, that would be good.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **sir labreck** on **January 06, 2010, 03:32:42 pm**

I will do it, actually, I'll try to repeal the onslaught with the less death possible. A hard challenge. Few wounded, 6 captures a war horse and a mix of useless hobgoblin ^^

17th Hematite

The hobgoblin are defeated, but we got 3 wounded, no one in the military hopefully, I'll make heavy research for that damned aquifer. Now that their cousin who attack, goblin, 4 of them, but two really dangerous. We will hold the ground.

Ok, or I turtle in, or I let the save to someone else, I was thinking the goblin invasion was 4 strong. Actually, we have probably 30 or 40 goblin with one idea, killed every last dwarf in that fortress. Our military will never hold, even with a good using of the bridge. I talk mainly of hammergeoblin, speargoblin, even if a third of their force are wrestler. I'll make a try, or I have the save in the hobgoblin, who are quit easy to dispatch.

Our military was wiped out in 5 second on the first wave, after 1 minute, on 30 dwarf, we were at 10 lad, half o them resting or sleeping. The only solution I see for now is to close the fortress and prepare some defence and military. A 3wide corridor with a balista battery could dispatch the problem. Add cage trap and marskdwarves who shout from behind fortification.

I upload the actual save just to be sure,

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 06, 2010, 04:12:09 pm**

So close the bridge and train up. They'll leave eventually. Just make sure you do somthing cool while you wait.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **sir labreck** on **January 06, 2010, 04:19:40 pm**

Good, but I seriously think I'll pass the save, I have the save ready. Feel free to do something constructive.

<http://dffd.wimbli.com/file.php?id=1747>

I'll post a PoI, is someone could give me the link to the site, I don't have it.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 06, 2010, 04:26:21 pm**

<http://mkv25.net/dfma/> (<http://mkv25.net/dfma/>)

Here. Your English seems to be improving.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **sir labreck** on **January 06, 2010, 06:33:59 pm**

If you say so, read, write and play in English half my vacation help.

<http://mkv25.net/dfma/map-7756-arche-sgix>

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 06, 2010, 06:57:37 pm**

Okay, adding storage space near the workshops was a good idea, and the massive excavation near the farms is merely mind-boggling, but whoever tampered with my carefully planned stockpiles may doom us all.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **sir labreck** on **January 06, 2010, 08:19:33 pm**

Massive excavation was stopped by me. For stockpile, I delete some of the stockpile, seriously, build a kitchen and a still near the farm. Close the farm area from the main entrance, and start building a defencive corridor into the ground. You want that everything that not allied have to go by their first, not in our vital food supply ^^

Also, I have mark up some digging to extend the forge, build smelter a lot and an another forge. Cut out the channel a little.

Except that, the priority are:

- Check the structure of the fortress and correct it to let one main way into the fortress for enemy, you could let a secondary acces for civil when everything is calm ^^
- The construction of a corridor, 3 wide, with balista at an end, channel to separate fortification where our ranger can kill foes and being the only in or out in war time. (Optional; the 3wide passage can be made with bridge, and the under them, a falling of 10 or more level, alternate natural floor with bridge to make it long)
- Build a barrack near the new defencive system
- Find iron and make steel
- Forge en masse steel sword, steel bolt, steel chain mail and make iron full suit
- Start a complete glass industry to trade and make grow everything we need for food/dye/cloth

*:Find water is a top priority, but you can't just concentrate on that, just find the aquifer, take the first stone layer and do tunnel across the map.

The 3 first should be complete under one reign. Our people will mess up everything, with half thing done. It's my recommendation to make it viable with a no enclosure rule. Once every state are check and correctly done, you will have the full ability to do anything stupid you want ^^

Personally, I'll not put an hand on this(except to fill up an hour or 2 if that happen), I have see that for the moment my taste are elsewhere than DF, Shonus, I'll back you for this, I love to see what the other make as stupidity :) Will make recommendation, doing the PoI also can be a good idea.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 06, 2010, 08:48:40 pm**

Putting all food production, excpt the farm and a small plant stockpile, near the dining rooms has prevented having a single item of food rot in my fortresses, ever. Not to mention the much reduced amount of time it takes dwarves to get their food and then eat it. Not a huge deal, as long as they were changed with purpose.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **sir labreck** on **January 07, 2010, 12:46:33 am**

For rotten food just get enough hauler and storage place :) And getting some storage near the dinning hall is always a good idea ^^ But the main loosing time is on the travel farm-workshop, doing easy meal is good idea, and a dwarf without booze, bah you know what I mean. If the fortress really lose time when dwarf eat, the player in charge will haves to consider irrigation (when the damned aquifer will be find). Farm should never be far from dinning hall and food work shop cluster.

I just hope the couple next ruler will be aware of the necessary change and will operate them. Or this SG will be as boring than the last one. It where interesting for what I read, but not much. When basis is supply, it's easier to do crazy project and see them fail, or even see stupid thing do on purpose :p Like charging with the whole military a orc sieged ^^

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **ajar** on **January 07, 2010, 06:34:12 am**

Oh yes. Change is on its way. I love change!

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **ajar** on **January 07, 2010, 08:18:20 am**

Oh no. Savescummed twice. The brewing doesn't work. The dwarves died of thirst.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Mraedis** on **January 07, 2010, 08:22:43 am**

Wounded dorfs need water from a well. ;) Two buckets, a chain, some blocks and mechanisms is what you need.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 07, 2010, 12:12:48 pm**

Doesn't help when the auifer is still MIA.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **ajar** on **January 07, 2010, 12:19:37 pm**

Maybe I should try try this.

All dwarves dig like hell before they find water, the rest try to brew booze and forge more picks

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **sir labreck** on **January 07, 2010, 12:37:04 pm**

Close the fort and wall the farm (and construct new staircase). After find the damned aquifer. But your plan sound good to me. Don't forget, forge metal barrel, we don't have a piece of wood.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **ajar** on **January 07, 2010, 01:28:05 pm**

Oh, stupid me. Should have known better. I didn't switch on dwarves may go outdoors and that cost me at least one hour of playing time. Now I have to start all over again. this turn will sort of pass me, instead of me passing it. At least I might be able to pass it on.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **ajar** on **January 07, 2010, 03:12:45 pm**

did less than I planned to. But it's there.

Turn 5 waiting:
<http://dffd.wimbli.com/file.php?id=1751>

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **sir labreck** on **January 07, 2010, 05:20:46 pm**

Downloading the save to check up the advancement and will upload an PoI. Do you care to do some summary of what you accomplished?

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 07, 2010, 05:59:00 pm**

After you upload the map, would you mind checking Legends and posting the siege stats?

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **nil** on **January 07, 2010, 07:26:51 pm**

I request more:

- pictures
- DFMA uploads
- narratives (although I admit this is hard to do in the time of a Sparkgear turn)

edit: (oh I see there have been some map uploads awesome)

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **sir labreck** on **January 07, 2010, 08:06:00 pm**

Hi Nil, happy to see you there ^^

For picture, our turn last, what 1 month or less, up to one year (Shonus). So doing screen shot is not a priorities. Here the new PoI:

<http://mkv25.net/dfma/map-7761-arche-sgix>

For narrative, Shonus have done quit well, and I think I was not so bad for playing one in game week lol!

As my observation, burial seat, we need aquifer, nothing was done toward defencive measure, so PsyberianHusky, you know what to do ^^ Enemy at the gate, but the bridge is down anyways. We loss one member, we are up to 28 dwarf, I have got 29 in my hand, who is missing?

Actually the aquifer should be on the level 12, only a guess, but some tunnel can say it's true or not within minute. In case you breach it, I recommand to put door before anything stupid happen, and some door would stop any flooding disaster ^^

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 07, 2010, 08:23:57 pm**

Hopefully Psyberian can get a little more done. Might I suggest that we use DC to give dwarves a drink until we find the water?

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **The Architect** on **January 07, 2010, 08:26:32 pm**

Quote from: Lord Shonus on January 03, 2010, 05:25:39 pm
Signups for week 2 will start the tenth. As for gimmiks, I'm fousing more upon the goblin horde then flaming roks.

I got this far and was already happy. Still reading.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **PsyberianHusky** on **January 07, 2010, 09:01:41 pm**

Quote from: ajar on January 07, 2010, 03:12:45 pm

did less than I planned to. But it's there.

Turn 5 waiting:
http://dffd.wimbli.com/file.php?id=1751

Alright, lemmie at it

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **PsyberianHusky** on **January 07, 2010, 11:07:03 pm**

Can anyone recomend me a tool for taking alot of screencaps, Resizing in paint feels kinnda annoying

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **ajar** on **January 08, 2010, 05:57:35 am**

1st Obsidian 302

We have started te construction of the city of the dead nearby the farms. The living quarters are filled with stone so it's difficult to habitate them before the constructions are finished.

11th Obsidian 302

Trade has been poor this year due to a continuous siege to our fortress. The diplomat we let in the fortress was so dissappointed in us. I wonder if the caravans return next year.

We have been busy finding water and picking the tunnels and brewing more drinks this fall of the year. I wish that the city of the dead will not fill up before the children play in our living quarters.

//PsyberianHusky have you ever created a map file? we could upload a compressed map after your turn - I just didn't have time to do that

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **PsyberianHusky** on **January 08, 2010, 06:35:41 am**

Quote from: ajar on January 08, 2010, 05:57:35 am

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//PsyberianHusky have you ever created a map file? we could upload a compressed map after your turn - I just didn't have time to do that

Um do you mean you like want it zipped ?

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **ajar** on **January 08, 2010, 09:47:27 am**

Quote from: PsyberianHusky on January 08, 2010, 06:35:41 am

Quote from: ajar on January 08, 2010, 05:57:35 am

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//PsyberianHusky have you ever created a map file? we could upload a compressed map after your turn - I just didn't have time to do that

Um do you mean you like want it zipped ?

No.

http://dffd.wimbli.com/file.php?id=997

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **PsyberianHusky** on **January 08, 2010, 11:48:59 am**

Quote from: ajar on January 08, 2010, 09:47:27 am

Quote from: PsyberianHusky on January 08, 2010, 06:35:41 am

Quote from: ajar on January 08, 2010, 05:57:35 am

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Um do you mean you like want it zipped ?

No.

Alright I'll try to, things have not been going well, I lost 6 dwarves to thirst because the seige is making the production line wonky

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **PsyberianHusky** on **January 08, 2010, 12:21:11 pm**

Entire fort, died of thirst, is there something about this mod I Should know?

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **sir labreck** on **January 08, 2010, 12:28:16 pm**

One, check the booze stock. If low, forge immediately metal barrel and put on the still, we don't have any log, so no wooden barrel.

If injured dwarf die of thirst, because lake of water, decosntruct every single bed.

Seek out the damned aquifer, do not raise the bridge and start planning something that would do as defensive measure (trap are not defensive measure IMO, too much foes have trapavoid. A 3 wide corridor wit balista at an end, on the side place where marskdwarf could shoot, behind some fortification, behind a channel, and later on, some more surprise of your own could do the trick.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **PsyberianHusky** on **January 08, 2010, 12:32:52 pm**

alright, well I'm gonna load up the save and try again,

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **PsyberianHusky** on **January 08, 2010, 02:18:19 pm**

They died again, god damn it

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **ajar** on **January 08, 2010, 03:10:06 pm**

Quote from: PsyberianHusky on January 08, 2010, 02:18:19 pm

They died again, god damn it

Oh! Maybe I forgot to change "dwarves may go outside" switch on when I saved, what was it? 'O' and 'I'? Can't motorically remember the shortcut. or maybe it was O+R.

although it is an autosave so my normal mental processes didn't automatically do that thing. If you read my post you noticed that I didn't allow dwarves to go outside AFTER I closed up the fort, they treat the farm cave as outside because there are tunnels that lead outside but cannot be accessed by the siegers from above because they're "dug deep" :S

The dwarves keep rushing into the cave but stop at its entrance because they think they're doing something they shouldn't do and that fucks up their normal routines.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **ajar** on **January 08, 2010, 03:14:35 pm**

I'm so sorry, I posted the save in such a hurry I didn't pay attention to all the "appropriate" procedures.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 08, 2010, 04:16:50 pm**

Two kinds of enemies have trapavoid, Chaos Dwarves and Orcs. Neither are an immediate concern, as the Orc have been changed to act like normal goblins, and chaos dwarves tend to ambush much earlier then they atteck, so there will be warning. Cage traps are a viable defensive measure, although limited. How the stockpiles are arranged I don't know. Originally, booze production and storage was supposed to be contained just north of the dining room, but labreck changed a lot of things.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **PsyberianHusky** on **January 08, 2010, 04:44:05 pm**

Theirs still a siege outside, i'm sorry guys but I forfeit, i'm a bit out of my league

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **sir labreck** on **January 08, 2010, 05:07:58 pm**

Using trap have some, bad effect, giving self confidence of a defence, any basic trap can be overrun by a bunch of thing, a good defence can hold off quit anything.

For changing stuff, the only thing I can say, no dwarf would make any booze because they don't have barrel. Metal barrel have to be done.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 08, 2010, 05:30:35 pm**

I'll take over for a few hours, see if I can't bring this mess into some semblance of order.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 08, 2010, 06:48:37 pm**

The barrel shortage was caused by the carelessness of whoever mucked up the stockpiles. As I prophecised, messing with the stockpiles nearly killed the fort. Once I put them back the way they were, everything starting running smoothly.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **sir labreck** on **January 08, 2010, 07:11:26 pm**

Strange, I know our fort is quit, on a difficult position, but if messing so little with stockpile kill the fort, that mean that your setting have to be review. just don't allow barrel for food and let an stok pile of booze who is the only to have the right to use barrel. Happy moment in fact, SG hit again ^^

Ha yes, if you don't intend to keep it until the change hour, I'll also get an hand, setting out the digging for a barrack, a defencive corridor, etc. And overview his digging. In one or two hour I can put it, even faster in fact. My dwarf his style alive, is he?

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 08, 2010, 07:13:38 pm**

When the massive new stockpile was designated, every barrel in the fort went there, not to mention the complete lack of specialisation caused a massive hauling problem. Destroying it, and restoring the settings for the other stockpiles, fixed the problem.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **sir labreck** on **January 08, 2010, 07:14:56 pm**

Great ^^ Now, the aquifer await us :p If you don't keep the save, I'll find that damned aquifer and do as I state before.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 08, 2010, 07:16:31 pm**

I'm going to play with it until Calrissain shows up.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **sir labreck** on **January 08, 2010, 07:18:58 pm**

Okay, too bad for me, try finding the aquifer, you know what you do. And try no to mess up with the 3 layer directly below the surface, or keep it clean on a big surface. I'll try to grab it on a hold between two player and put my plan on work :p

You probably don't have see the question (you have posted when I have edit), did my dwarf his alive, I think so ^^

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 08, 2010, 07:19:44 pm**

Your dwarf is still alive.

Journal of Zon Uveliden, Armorer
2 Moonstone
With the previous overseer abandoning his post, I have taken over. My first order is for the restoration of the sabotaged stockpiles. Sadly, I was too late to save the dwarven liason who went insane and attacked several dwarves, being killed in the struggle.
4 Moonstone
Sweet Tea may be insane enough to think he's a kobold, but he's by far the greatest stonecrafter we have. Therefore, the fact that he was forbidden to do stone crafts is a mystery to me. I rescinded that order and ordered him to build his own workshop.
11 Moonstone
The time has come to break this siege. I've ordered the miners to dig out a bunker in the mountainside. Once complete, a squad of marksdwarves will fire upon the invaders.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **KenboCalrissian** on **January 08, 2010, 08:27:43 pm**

Hey, I'm here! Sorry I'm late, I didn't realize the drop time was 6:30 EST. Ready to play it now. Sounds like Shonus has the save, so I'm waiting for that upload.

Chances are good I'll be finishing up early tomorrow, I've got an errand to run right around this time.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 08, 2010, 08:29:04 pm**

Cool. Just let me upload the save.

12 Moonstone.
Obviously knowing their time had come, the enemy has quit the field.

14 Moonstone
Capital! A vamari caravan has arrived. I've ordered the junk armor to be brought to the depot.

17 Moonstone
Here's the frost giants, right on schedule

18 Moonstone
We've caught a pair of bugbear snatchers
1 Opal
The giants are gone. Labrek killed a few, along with many horses

I just got a supply of pearlash, so I started mining rock crystal and cobaltite. Make raw crystal glass, temper it into bars at the forg, then you make night crystal bars with the crystal bars and the cobaltite.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **KenboCalrissian** on **January 08, 2010, 08:49:31 pm**

Quote from: sir labreck on January 06, 2010, 08:19:33 pm
*:Find water is a top priority, but you can't just concentrate on that, just find the aquifer, take the first stone layer and do tunnel across the map.

How does that help? I thought aquifers were only in certain sedimentary layers. The first rocky layer sounds like we would end up digging *under* the aquifer, which isn't an immediate problem but doesn't help us locate (for some reason dwarves can't look up... I think their necks are too broad) and possibly causes problems should someone channel into an aquifer tile to make it leak into the halls underneath.

Hope you don't mind, but I have an idea for defense I'm going to try. I'll keep it simple, and hopefully modular enough that someone could still use your plan.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 08, 2010, 09:00:44 pm**

Here's the save.

<http://bb.xieke.com/files/1/SGIX.zip>

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **KenboCalrissian** on **January 08, 2010, 09:07:58 pm**

Awesome, starting now.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **sir labreck** on **January 08, 2010, 09:20:50 pm**

I don't mind, if you plan to use something else than basic trap that sound good to me, also mine is enough modular.

For aquifer, in fact, it's somewhere between the rock layer and sedimentary layer(probably in what we can could a sedimentary layer, but i hear about smoothing rock wall who hold back aquifer, you know where I direct that ^^). I have see the map, we have the first sedimentary layer (and the only) at least free of aquifer, so I estimate where it should be. See by yourself.

Great, I kill enemy :p We are on the good track.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **The Architect** on **January 08, 2010, 09:41:20 pm**

I suggest examining biomes in order to find the aquifer. From what everyone is posting it sounds like a partial.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **KenboCalrissian** on **January 08, 2010, 10:04:46 pm**

Odd... Why can't I forge a billon bucket? It's the most abundant metal we have and I keep getting job-spammed about the lack of buckets, but no matter how many blacksmiths I assign no one will bother to make it, even if they have no job.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 08, 2010, 10:27:59 pm**

Check the forge profile. I set it so that only the legendary armorer could use it. Don't bother making buckets, though, unless you've struck water somewhere.

Edit: I've reclaimed the site with a buch of miners. I'm going to stip each layer until I find the aqufer.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **KenboCalrissian** on **January 08, 2010, 10:42:17 pm**

You should definitely point me to it if you find it first. I'm looking in a few places myself, including up inside that mountain. I mean, there's black sand there, so aquifer should be a possibility, right?

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 08, 2010, 10:48:45 pm**

Just checked the biomes, and that should be the one place the aquifer is NOT.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 08, 2010, 11:39:02 pm**

Will Reveal show aquifers?

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **darkfragrance** on **January 08, 2010, 11:51:00 pm**

[Quote from: Lord Shonus on January 08, 2010, 11:39:02 pm](#)

Will Reveal show aquifers?

Yes

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 08, 2010, 11:51:34 pm**

Then we don't have one.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **KenboCalrissian** on **January 09, 2010, 12:17:53 am**

I guess it was a false positive on the finder, then... it's been reported in the bugs before. Soo, I guess we'll see how long we'll last without water!

Made good progress through spring, despite losing two dwarves to bugbears including one of the miners. Nobody named, no worries there. Too tired to write up a narrative right now, but I have my notes saved to a document so that I can do it later. I'm very likely to end my turn with a bulleted list of notes, and then fill it in with a more descriptive narrative later.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 09, 2010, 12:51:16 am**

Okay, here's what I can do. After Calrissian post his save, I can add an auifer or other water source with tweak, or we can continue without it. What do you guys think we should do?

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **sir labreck** on **January 09, 2010, 01:15:45 am**

SparGearniss strike again, we continue without, that will be a really hard challenge. Without destroying every single bed I mean, a injured dwarf is a dead one ^^The legendary armourer and adamantine will be handy thought. If I remember well, a fully plated, chain-mailed, with legendary make leather dwarf have less than 3 or 4% to be hurt, add to it the shield. 20% of blocking mean: 80%, 4% of 80%. 3.2% chance. With steel that got too 8%. I didn't even count the parry and the dodging. Every last champion in a weapon and wrestling who would die will be really bad lucky. And it's if the enemy made it alive too our hand to hand combatant.

Other injuries could be avoid. Except maybe training injuries, cross training. You see, water it's not needed :p Just play clever :p But i bet that someone will managed to injured half the fortress in one swift action ^^ Thing are interesting now :)

To note: My number are not exact, it's just rough approximation.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **nil** on **January 09, 2010, 02:56:58 am**

I strongly vote in favor of using Tweak to create an infinite water source, or barring that start an entirely new map (easy for me to say as someone who hasn't played yet, although I'd be willing to wait longer and let those who've already played go again if that's what it takes). I've seen water shortages sap the fun out of way too many of these.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 09, 2010, 03:23:54 am**

I'm leaning that way as well.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **ajar** on **January 09, 2010, 04:16:35 am**

Quote from: Lord Shonus on January 08, 2010, 04:16:50 pm
Two kinds of enemies have trapavoid, Chaos Dwarves and Orcs. Neither are an immediate concern, as the Orc have been changed to act like normal goblins, and chaos dwarves tend to ambush much earlier then they atteck, so there will be warning. Cage traps are a viable defensive measure, although limited. How the stockpiles are arranged I don't know. Originally, booze production and storage was supposed to be contained just north of the dining room, but labreck changed a lot of things.

:-[

Yeah and I was going to make the dining room into a food storage again and a new magma dining room to the south of the current dining hall. But I just messed things up a few times so I ended up with no time for more expansions.

btw, have you mined the copper northeast of the magma pipe?

Quote from: nil on January 09, 2010, 02:56:58 am
I strongly vote in favor of using Tweak to create an infinite water source, or barring that start an entirely new map (easy for me to say as someone who hasn't played yet, although I'd be willing to wait longer and let those who've already played go again if that's what it takes). I've seen water shortages sap the fun out of way too many of these.

I lean too

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **The Architect** on **January 09, 2010, 07:12:34 am**

If I were taking a turn instead of sitting around feeling sorry for myself with antibiotic-resistant tonsillitis, my opinion would have weight. But it really does not while I am just an observer.

Even so here it is:

Spoiler (click to show/hide)

I would enjoy the challenge of not having water. However, it's been proven (SG 7, anyone?) that there are too many players who can't handle the basic details, and you will just end up with a dead succession fort if water is not easily available. Either Tweak or a new map is necessary.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **KenboCalrissian** on **January 09, 2010, 11:20:05 am**

I'm in luck, then, because my vote is for the challenge of no water, but since I'm losing that vote, at least I get to play without water on my turn!

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **KenboCalrissian** on **January 09, 2010, 11:54:27 am**

Click spoiler receev preview:

Spoiler (click to show/hide)
OH SHI--

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **KenboCalrissian** on **January 09, 2010, 12:31:16 pm**

There's something very, very strange going on here. I set orders to 'Dwarves Stay Indoors,' and I'm getting forbidden area cancellations all over the *inside* of the fort. I can't plant seeds, brew drinks, or build new constructions underground. What the heck is going on?

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **The Architect** on **January 09, 2010, 01:49:09 pm**

Someone posted earlier that there are walkways exposed to the sun, and there is an outside farm as well. I think the idea is that you can bring everyone inside, close the paths to the true outside, and then reenable pathing to get things done. Works great when you don't have a no-turtling rule.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **KenboCalrissian** on **January 09, 2010, 01:51:31 pm**

It seems that when you order all dwarves indoors, they all crowd around the Inside, *Light Above Ground* area in the entryway. They refuse to leave this spot to do any job, even indoor subterranean jobs (in fact, all jobs get canceled with "Forbidden Area") and you're really pretty much stuck here. Seems like a bug to me...

I don't see an outdoor farm, either. It's not like they're blocked, it's that they want to be Inside Light Above Ground, and refuse to path onto Dark Subterranean. What the heck?

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Akigagak** on **January 09, 2010, 02:33:44 pm**

Ah, I think I know what's happened. Is the spot of above ground in the entryway after a small amount of underground?

i.e.

Code: [Select]

```
...#####  
...xxxx...xx  
...xxxx...xx  
...xxxx...xx  
...#####
```

(.)s are above ground.
(x)s are underground.
(#)s are walls.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **sir labreck** on **January 09, 2010, 02:42:47 pm**

Exact, the entry was quite fussy. You have miner? Just create a new main stair case (3x3 will be fine). The farm are indoor, but the way to the farm are outdoor.

I see I'm not alone in my masochist way ^^ But you are quit right Architect, the number of player unable to handle thing we consider basic is impressive. Tweak the map.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **KenboCalrissian** on **January 09, 2010, 03:12:48 pm**

Akigagak, that's not exactly right. Let me correct it for you.

Code: [Select]

```
...#####  
xxxxxxxxx...v#  
xxxxxxxxx...v#  
xxxxxxxxx...v#  
xxxxxxxxx...v#  
xxxxx#####
```

The farms are definitely underground. So no, they aren't camping in an underground area that's surrounded by sunlight.

The job cancellation spam reproduces without fail:

I've figured out what's actually happening: The sunlit area is separating the farms from the rest of the fortress, creating cancellations when a dwarf on one side can't reach their job on the other.

I don't need to create a new stairway, I just need to carve a path around it to provide an underground connection between the two areas.

I'm going to be ending my turn early because I have some work left to do around the apartment. I have to pick up a friend at the bus station in a few hours and need to make sure the place is clean and stocked with food. I'll fix this little indoor/outdoor issue, then get a narrative, a map, and the save uploaded immediately following this post.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **KenboCalrissian** on **January 09, 2010, 05:30:59 pm**

Narration:
[Spoiler](#) (click to show/hide)

((Note: Character gen snapshot was taken at end of turn. Her condition was "fine" when I started.))

((MAP))
Ah, a swarm of many fluffy wamblers. How cute! I love to sit and chat with the wamblers... (<http://mkv25.net/dfma/poi-20779-manyfluffywamblers>)

This is a very scary place, my friendly wamblers... vicious, cruel beasts attack us just about every season. It's hard to survive, and yet you, a pack of defenseless critters, seem to fare just fine.

"Kuzzle! Kuzzle kuzzle!"

You make such cute noises! You know, I'm generally always tense and jittery, but admiring your soft fur and your careless meanderings around the magma pipe soothes the nerves. I know! I shall name myself after you! 'Kuzzles' the Animal Caretaker, at your service!

Zon Uveliden approaches. No, don't be scared, little wamblers! Aw... you're running away.

"Zaneg! Hey, listen, you're always very active and almost never feel discouraged, right? You're also one of the only dwarves currently not ready to wig out. Why don't you take over for a little while?"

"My name is no longer Zaneg, Zon. It's 'Kuzzles.' And I rescind my title of Animal Caretaker! From now on, I am to be known as the Wambler Whisperer!"

".....Riiight, maybe I'll ask someone else."

"No, wait! Let me help! I find helping others very rewarding! Please let me take over? I have some ideas that will save lives against the hordes!"

"WeeeeeIIIII..... alright, but don't get crazy! I swear, if I find out you're building a statue to some kind of furry woodland critter, we're sending you out after the high elves alone!"

Gulp. "No statues, promise! Not a one."

Zon leaves. Oh, the wamblers, you return! 'Kuzzles' needs to leave to do some work around the fortress... but, don't worry! I'll write everything down so that I can return and tell you all about it. Goodbye for now!

I take a look around the fortress with a new eye. Little wamblers, if only you'd understand, a dwarf is often called into duties they are not immediately prepared for, and must view their world from a new perspective when needed!

The first thing I notice is a big cloud of smoke over the main gate. Wait, how did that get there?? I can't find anything burning, and it soon dissipates, so... I guess... I won't worry about that? Maybe? This is going to bug me all day, little ones. Maybe you saw something, and you can tell me where the smoke was coming from when I reunite with you!

As I told Zon, I have a plan to easily dispatch invaders. It's a simple plan, really. If you have seen other dwarven forts, oh cute fuzzy ones, you'd most likely have seen similar constructions, but not known what they were for! It is simply several bridges spanning over some gaps full of magma. You know not to touch magma, right? It'll burn your fuzzy little tails right off! There will be pressure plates to raise the bridges beneath our foes and drop them into the magma. You might think it gruesome, but know that they mean to kill us! I politely ask our miners to dig north, around the extreme Eastern border of our domain, so that they can begin the construction along the Northeast side.

Oh! There seems to be an open pit of magma gaping wide open in the floor! This will simply not do! What if a fire imp climbs up and sets the fort ablaze? I floor it over immediately, only later finding out that for some reason there was a nickel cage floating in the magma beneath the area we just floored. How very peculiar... I wonder at what might have happened here?

Minkot the Tanner, injured in the latest conflict, is begging for water, but we have no source! Where do you drink, little wamblers? Probably some place outside of our domain, I'll bet. I order the miners to dig all throughout the land in search of an aquifer, including up inside of a mountain where I see some sand. But alas, there is none to be found, and our thirsty warrior soon perishes. Oh! The brutal life we must live down in this hole.

My trap will require many mechanisms, so I set our mechanics to work making many of them. Meanwhile, ðton the Miner is taken by a mood! She's the Expedition Leader, isn't she?? It looks like Nomal has been assigned the new leader in her stead... A week later, ðton leaves the Mason's shop with The Scaly Conflagration, a Mica door!

We haven't found water yet, but inside that mountain we find a vein of cassiterite, and another of gold. Yes, gold! We can create goblets from it for trading. In the meantime, we've also gone through the steps of creating Night crystal. But... what does one *do* with Night crystal? I'm not good at these sorts of things... let's make goblets out of it, you can't go wrong with more wealth!

What's that? Oh... you're getting confused, my diminutive friends? Hm... well, maybe I should start dating my entries. I'm sorry, I can't recall the exact dates those events occurred, but I'll begin keeping track now.

On 20th of Granite, Early Spring, bugbears sprung from ambush! Oh, no! The trap isn't nearly finished yet. We seal off the gate for the time being, but it's enough time for two kobolds and an orc thief to rush in, all at the same time! I kill the orc myself... We defeat the thieves, arrange the military, and open the gates again to fight the bugbears. Oh! It was so gruesome, little wamblers! Two of our fellow dwarves were killed in the conflict, but we've won the day. More priority is focused on getting that trap ready. Feb Besmaretost and Tirist Rigòthsolon will be remembered. This includes one of the miners, so I ask one of the peasants to take his place.

A week later, I'm forced to endure a putrid smell... Ew! The rotting corpse of the orc thief somehow found its way into a refuse stockpile right next to the meat stockpile! Why?? Why do we have a refuse pile right next to the food?! I don't want to smell rotting flesh while I'm eating perfectly good flesh that's sitting on the floor, preserved inexplicably by the properties of a stockpile. The refuse pile is removed so that the orc's body can be taken to the proper stink room.

On 4th Felsite, Late Spring, Nil Besmalerom, Clothier, takes a fey mood and demands cloth! Well we don't have any! Fortunately, we do have Pig Tail, and Nil just wants plant fiber, so we get a farmers workshop and a loom built and weave some pig tail. Thank Armok he doesn't want silk! The fates have forced us to begin a clothing industry, though to be honest I don't intend to pursue it without silk. Nil also demands a log, and we're in luck to find only two logs laying outside. Nil made The Trampled Claw, a pig tail coat.

On 25th Felsite, the magma trap is almost complete! A green glass pump is installed and used manually to pump magma into the chambers beneath the bridges. But I get ahead of myself, my silly little balls of fluff! Before tapping the magma vent, we build a small filtration chamber using a fortification to prevent fire imps from getting through and accosting the pump operators, or wandering the halls of the fort. A second fortification is installed at the other end of the tunnel, this way if we ever dump enemies inside without magma, and they're just wandering around looking to kill something, they can't get close enough to the pump to scare the operator away!

On 10th Hematite, Early Summer, The Silver Xelic caravan has arrived! A vile force of dyansauri has arrived! Oh, no, *not at the same time!!*

((Movie)) Well, looks like we're getting Silver Xelic trade goods for free this year... I just hope they don't get mad! (<http://mkv25.net/dfma/movie-1907-dyansauravan>) The bridge trap isn't done yet, though...

On 24th Malachite, Mid-Summer, I'm told we're critically low on booze! How could this have happened?! It seems that the new food stockpile I created to hold the excess plants is to blame... all of our barrels ended up in there, leaving no empty barrels for booze making! I quickly rectify this by reducing the number of barrels allowed in this stockpile, creating more barrels, and dumping the contents of some of the barrels to empty them. Hope nobody minds their dwarven ale tasting faintly of slime mold... The food is unforbidden so that it's placed back in the stockpile where it mysteriously won't rot, even though the difference between the dump and the food pile is one measly urist in distance. At our worst, we had 9 drinks left - and now we have 100. Amazing how quickly those numbers can change when you add an additional brewer and still! We also happen upon a vein of native copper, and produce more barrels.

On 13th Limestone, Early Autumn, the magma trap is complete! But you were there, weren't you, little wamblers? The attack took place right near the place where you scurry to and fro beneath the shrubs.

((Movie)) I'm sure you remember the saurian screams erupting from the ground beneath your little paws. (<http://mkv25.net/dfma/movie-1908-dyansauristeachswelldone>) Don't be alarmed, I would never hurt any of you like this... Unfortunately, the silver xelic liaison didn't make it inside... What a fool! He was right near the entryway, and could have outrun the dyansauri and made it safely inside the fort! Why did he have to turn around?

The attack reveals some weaknesses with the pressure plate system. So, I have them all removed, and replace the very first one only. This way, the bridges won't fall out of synch and the trap as a whole will be more reliable.

The very next day, on 14th Limestone, the high elves attacked! From one siege into another! The fates surely frown upon me... Having seen the fate of the dyansauri during their approach, the high elves know better than to enter the fortress through either entrance - one is trapped with magma, the other with cages that will likely find themselves submerged in magma!

((Movie)) This is where I put my tactical prowess to use, and slowly kite and harass the elves away with careful micro-managing of the troops. (<http://mkv25.net/dfma/movie-1909-harassingthehighelves>) It's a slow process that takes a few tries, but in the end we succeed in chasing them away without any dwarven casualties.

I notice a problem taking shape regarding my orders for dwarves to stay inside! Many are cancelling their jobs, even though their jobs are indoors. How could this be? A brief study indicates that sunlight, that wretched foe to those of us who dwell beneath the earth, blocks the path between our farms and the rest of the fortress. The dwarves will not pass through the sunlight for fear of injury and for fear of breaking my orders. I'm not used to having that much power! The simplest remedy is to expand the path so that dwarves can walk around the sunlight. I also claim the exit as a Low Traffic area - oh, you wouldn't understand this, little ones. It simply means that I would prefer if dwarves walked around the sunlight if they do not need to go through it, but they can if they must go outside.

The high elves are chased away by 8th Sandstone, Mid-Autumn. Quickly, hastily, I order everyone to bring as much of the silver xelic caravan goods inside as possible! Stockpiles for the goods are hastily placed just beneath the soil, unfortunately without a sense of order, I must admit. It is more important that the goods make it underground than for them to make it underground orderly! You would know this, dear wamblers, with the way you stash your berries before the coming of winter without organization.

Best of all, we have a supply of wood now! I order up some beds, since we're all tired of being forced to sleep on the ground. I don't have time to place them, however, as the coming of winter shall make me hibernate. I give leave of my control of the fortress to whomever shall take it next.

Farewell, many fluffy wamblers! Until we meet again.

Here's the save! (<http://dffd.wimbli.com/file.php?id=1757>) It went pretty well, all things considered.

Another link to the map, in case you skipped the narration. (<http://mkv25.net/dfma/map-7778-sparkgearix>)

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 09, 2010, 07:48:14 pm**

Alright, I'll mod the save and play until Nuts shows up.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **Lord Shonus** on **January 09, 2010, 07:51:37 pm**

Signups fpr the 11th through 17th are now open.

Title: **Re: Sparkgear IX - Revenge of Sparkgear**
Post by: **nil** on **January 09, 2010, 07:57:45 pm**

Quote from: Lord Shonus on January 09, 2010, 07:51:37 pm

Signups fpr the 11th through 17th are now open.

I'll take one on the 11th

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **Lord Shonus** on **January 09, 2010, 08:00:01 pm**

Capital. You can help me with my statue.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **KenboCalrissian** on **January 09, 2010, 11:11:46 pm**

I think I'll sit this week out, but I'm still interested for the week after and I'm going to keep reading to stay up to date.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **Lord Shonus** on **January 09, 2010, 11:22:13 pm**

Journal of Zon Uveliden, Metal King
8 Moonstone
Once again I find myself interim ruler, this time because my predecessor went slightly mad. Or maybe a bit more than slightly. At least this time we have some good news. By some miracle, the stones below the dining room have spouted water. Clearly, this is a miracle of such portent that a monument must be raised to it!
9 Moonstone
In addition to resuming work on the statue Lord Shonus wanted, I’ve ordered a drainage system for the magma trap to be made.
10 Moonstone
A violet xelic ambush is here. I’ll let the magma trap deal with them, if they’re stupid enough to come in.
12 Moonstone
The miners found aluminum in the drainage channels. That’s nice.
13 Moonstone
Now, we have two ambushes. That’s as many as two ones. And that’s terrible.
17 Moonstone
A vamari caraven is here. The ambushers will steal their goods for us.

14
I’ve negotiated with the vamari liaison. He didn’t seem to be bothered by the fact that the caravan had been wrecked. I’ve completed a system to empty the magma trap into a reservoir. The trap can be refilled either from the reservoir, or directly from the pipe. I’m now planning a way to speed the drainage.
13 obsidian
While digging an imporived system for inserting prisoners into the Arena of Death®, the miners found garnerite and casserite.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **Lord Shonus** on **January 10, 2010, 12:57:32 am**

26 Obsidian
One miner has been badly wounded in a necessary cave-in. Fortunately, we will easily be able to treat him now.

11 Granite
War. A massive giant siege has come to massivegem. I count 48, including two of their leaders. I hope the magma trap can stop them.

13 Granite
Our jewler has been taken by a mood! He has created a frost crystal animal trap.
28 Granite
Sadly, the weight of the giants is too great for the magma trap to drop them. We have, however, managed to divide the enemy into two groups, and captured two giants and several horses.

3 Slate
Victory is sweet. The magma trap was well enough designed that the entire remaining force has been trapped in a small section of tunnel, even though the trap could not directly affect them. Soon, they will all be caged or slain.
Spoiler (click to show/hide)

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **sir labreck** on **January 10, 2010, 01:34:50 am**

You'll have play longer than anyone else, and by far lol ^^

Next time that we got a gap between two player, I want to put my defensive system all together. Or Deal with any kind of trouble the previous ruler put us in ^^

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**

Post by: **Lord Shonus** on **January 10, 2010, 01:46:20 am**

Certainly. I needed to take this gap in order to tweak the map, and when nuts didn't show, I decided to simply continue.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**

Post by: **Lord Shonus** on **January 10, 2010, 03:35:58 am**

26 Obsidian
One miner has been badly wounded in a necessary cave-in. Fortunately, we will easily be able to treat him now.

11 Granite
War. A massive giant siege has come to massivegem. I count 48, including two of their leaders. I hope the magma trap can stop them.

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3 Slate
Victory is sweet. The magma trap was well enough designed that the entire remaining force has been trapped in a small section of tunnel, even though the trap could not directly affect them. Soon, they will all be caged or slain.

9 Hematite
A silver xelic caravan has arrived.

13 Hematite
A xelic ambush has trapped one of our soldir trainees far from aid, and was slain before any chance at help could arrive. Every one of the ambushers was captured.
15 Hematite
Something we offered upset the xelics, so we robbed them.

17 Hematite
Another ambush has caught and killed one of our engravers and our original mason, along with our hammerdwark trainee
23 Hematite
The father of the fallen trainee has taken up the hammer in memory of his daughter.

The Map: <http://mkv25.net/dfma/map-7781-sparkgearix> (<http://mkv25.net/dfma/map-7781-sparkgearix>)
The Save: <http://bb.xieke.com/files/2/SGIX.zip> (<http://bb.xieke.com/files/2/SGIX.zip>)

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**

Post by: **KenboCalrissian** on **January 10, 2010, 04:15:20 am**

I approve of the magma reservoir addition to the magma trap ;D

I would suggest placing a fortification between your reservoir-to-trap pump and the bridges, like I did with the pipe-to-trap pump. The purpose of that fortification is to prevent non-burnt enemies from getting too close to the pump operator and scaring the dwarf away. It's nice that the back of the pump acts as an effective wall between the operator and the enemy, but the distance is just as important. As long as you can keep the enemy from getting within 5 squares of the pump operation tile, it should work great.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**

Post by: **LordNuts** on **January 10, 2010, 04:23:12 am**

Grabbin' the save.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**

Post by: **Lord Shonus** on **January 10, 2010, 04:39:12 am**

Quote from: KenboCalrissian on January 10, 2010, 04:15:20 am

I approve of the magma reservoir addition to the magma trap ;D

I would suggest placing a fortification between your reservoir-to-trap pump and the bridges, like I did with the pipe-to-trap pump. The purpose of that fortification is to prevent non-burnt enemies from getting too close to the pump operator and scaring the dwarf away. It's nice that the back of the pump acts as an effective wall between the operator and the enemy, but the distance is just as important. As long as you can keep the enemy from getting within 5 squares of the pump operation tile, it should work great.

That's a good idea. I actually intended that the reservoir not be used, for now, to refill the trap. It was mainly for the purpose of draining it, and keeping a stockpile in case some of the more insane magma-based weapons that SG is so well known for drained the pipe.

EDIT: Please do not use the many prisoners for anything but arena training. It's better than sparring because it desensitises the dwarf.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**

Post by: **LordNuts** on **January 10, 2010, 02:33:02 pm**

Due to real life springing forth from an ambush most of my time got scared away. The time remaining was spent trying to do something useful/fun yet failing in a horrible way, all dwarves got massacred. So I'm forfeiting my turn.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**

Post by: **nil** on **January 10, 2010, 02:57:23 pm**

downloaded and started

-found a miserable potash maker locked the bone room. seemed like a decent fellow, cool under pressure and not prone to anger, so I let him out.
-projects planned: organized food processing industry, main entrance fortifications, military

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**

Post by: **sir labreck** on **January 10, 2010, 03:09:31 pm**

Gah ^^ Take your time Nil, but do it fast. When you finish, and if it have time between next player and the rest of this turn, I'll finally put my devise out, Giant would be kill as easily as other foes ^^ Probably I'll try to link it to magma for better efficiency, but that will depend the time I'll got to build 1 thousand windmill to get everything powered. Soldier will have sparring real life training, thought, for marskdwarf. Balista will deal a lot of punishment and magma will destroy anything too powerful for your taste. Possibility to add cage trap, weapon trap, or rising spike. It's not wonderful, for 33 easy payment of 666x dwarfbuck :) Or one masterly make steel anvil ^^

Do as you wish Nil, some mega project should be fun.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **Zeffrin** on **January 10, 2010, 04:16:52 pm**

SIGN ME UP PEOPLES!!! THE EARLIEST POSSIBLE SLOT SO IT IS JAN 12 YEEEEEE EEEE!

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **Lord Shonus** on **January 10, 2010, 04:38:24 pm**

Labreck, you do realise that we barely have enough wood for beds, let alone the massive windmill projucet you're suggesting, don't you?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **KenboCalrissian** on **January 10, 2010, 04:58:25 pm**

Good news: Windmills generate 40 power on our map. I just popped open the save and built one to check. Still, I wouldn't get into anything extremely power consuming because wood is very difficult to come by.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **The Architect** on **January 10, 2010, 05:39:20 pm**

There is an infinite water source now, so pump some out and make a dwarven fusion reactor. Just a perpetual motion machine that multiplies power...

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **Kyronea** on **January 10, 2010, 05:48:27 pm**

Does this Sparkgear meet your standards, Architect?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **nil** on **January 10, 2010, 05:49:33 pm**

I've never seen an enemy use two different types of mounts, neat! These are high elves.
[Spoiler](#) (click to show/hide)



In other news Sweet Tea just went melancholy. Only casualty so far.

I also didn't know you could use pet-impassible doors to block invaders. Maybe a bit of an exploit but that would be a great spot for a spike-trap...

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **The Architect** on **January 10, 2010, 06:13:06 pm**

[Quote from: Kyronea on January 10, 2010, 05:48:27 pm](#)
Does this Sparkgear meet your standards, Architect?

It's a little early to tell. If it doesn't fizzle out at less than 20 pages, then perhaps.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **nil** on **January 10, 2010, 06:41:31 pm**

We now have a legendary glassmaker. The table he made is nothing special, but who cares? With any luck the future will see massive glass structures tower over the black sands of the desert floor.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **The Architect** on **January 10, 2010, 07:00:05 pm**

Dedicating several dwarves to helping him spam glass windows is a huge wealth booster, and you can use them just like walls (only, non-load-bearing). Perfect for megaprojects. Your glass towers will be worth bookoo money instead of crap. I did it with clear glass, due to an overabundance of freakin trees.

2 normal glass furnaces, constantly on Sand collection, with a stockpile right by the magma glass furnaces (2), which should be close to

the sand. The location of the norma furnaces is inconsequential. 4-8 dwarves on furniture hauling only, with all other dwarves having that turned off. A windows-only furniture stockpile near the site of any proposed projects. Another large windows-only stockpile to keep your forges clear. You alternate turning one forge on to windows /R and then the other, allowing clutter to clear and production to continue at a high pace. Your force of furniture haulers will do all of the sand collection, window moving, and installing. The rest of your fortress can continue undisturbed, and any little random furniture hauling tasks (which are pretty uncommon after your fort is established) will be taken care of as well or better than they normally would.

None of this matters if you don't care what the tower is worth, but it's better to have glass windows than glass blocks for walls.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **nil** on **January 10, 2010, 07:23:02 pm**

Right now I've got raw glass, blocks, windows, pipes, corkscrews and cages all on repeat, with a second furnace repeating sand jobs. Don't really have enough labor to scale up much more than that or use workshop preferences effectively. Windows are a great idea, generally.. not only are they worth a lot, but they look pretty good in the newest visualizers.

The moment I drove off the high elves on their horses and unicorns the hobgoblins showed up with beak dogs and horses. Killed them with both the magma and with the new fortification system--Labreck killed an elite, titled bowgoblin and became an elite himself.

edit: 12 dwarf migrant wave woo

edit2: possessed armorer!

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **Lord Shonus** on **January 10, 2010, 08:34:06 pm**

Well, at least we already have a legendary armorer, and an armor artifact is always nice.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **nil** on **January 10, 2010, 08:38:53 pm**

Quote from: Lord Shonus on January 10, 2010, 08:34:06 pm
Well, at least we already have a legendary armorer, and an armor artifact is always nice.
Turned out to be steel greaves, so it definitely wasn't a total waste.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **Lord Shonus** on **January 10, 2010, 08:43:57 pm**

How's Labrek's kills?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **nil** on **January 10, 2010, 09:01:53 pm**

Quote from: Lord Shonus on January 10, 2010, 08:43:57 pm
How's Labrek's kills?

Spoiler (click to show/hide)

Twenty-Two Notable Kills

the dyansauri, d. 302
the dyansauri, d. 302
Nunnave Dreamroars the jawa, d. 302
Mw̥r̥ul Cloisterbraids the dwarf, d. 302
the frost giant, d. 302
the frost giant, d. 302
Dufel Selldevil the bugbear, d. 303
Thiefdistance the bugbear, d. 303
the frost giant, d. 304
the frost giant, d. 304
the frost giant, d. 304
the frost giant, d. 304
the frost giant, d. 304
Zimukick Roadmalice the frost giant, d. 304
the frost giant, d. 304
the frost giant, d. 304
the frost giant, d. 304
the frost giant, d. 304
Gaus'ψp Roaredthunder the high elf, d. 304
Iraath Findautumns the high elf, d. 304
Veumeira Splashbite the Sadness of Problems the dyansauri, d. 304
the dyansauri, d. 304

Thirty-One Other Kills

Twenty-seven war horses in Massivegem the Arches of Assault
One unicorn in Massivegem the Arches of Assault
Three beak dogs in Massivegem the Arches of Assault

With a fresh siege of giants on its way...

edit: Added 8 giants and 17 horses to the total.

edit2: The humans are sieging us...

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **sir labreck** on **January 10, 2010, 10:49:11 pm**

Nice ^^ Will be funny if I survive till the end of this SG :)(Probably I'll wear the armour artifact :p) Don't have thought about of the no wood. Damn it! The principal is I need some pump who can function with lever, so some power. If an eternal motion machine is not cheating for you I'll do it. Or I can find a way to have no need of pump, probably possible.

Glass maker :p trade for wood, ask for wood ans steal wood ^^ I'm have a good feeling for this SG :p A giant statue of an elf who pour magma on invader can be cool ^^ All out of glasses. Or a giant statue of myself where my crossbow is replaced by a magma canon ^^ Anyways, the only thing I intend to do is some defensive measure to let other player do some enjoying stuff ^^

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **Lord Shonus** on **January 10, 2010, 10:54:55 pm**

If we build a statue with a magma cannon, I'd prefer it to be done the way i originally planned it. The main entryway is the foot of a statue. I had considered placing the other foot next to the magma pipe, using it as a magma tower, and pacing the outlet equidistant from both legs, directly below the centre of mass.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **The Architect** on **January 10, 2010, 11:07:30 pm**

Quote from: Lord Shonus on January 10, 2010, 10:54:55 pm
If we build a statue with a magma cannon, I'd prefer it to be done the way i originally planned it. The main entryway is the foot of a statue. I had considered placing the other foot next to the magma pipe, using it as a magma tower, and pacing the outlet equidistant from both legs, directly below the centre of mass.

A gigantic magma-shooting... wait, directly below the center of mass? I get it!

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **nil** on **January 10, 2010, 11:14:50 pm**

Quote from: Lord Shonus on January 10, 2010, 10:54:55 pm
If we build a statue with a magma cannon, I'd prefer it to be done the way i originally planned it. The main entryway is the foot of a statue. I had considered placing the other foot next to the magma pipe, using it as a magma tower, and pacing the outlet equidistant from both legs, directly below the centre of mass.

Other than putting the entrance in the foot, that's almost exactly how the magma cannon in SP3 was, heh

Gonna upload early here

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **nil** on **January 11, 2010, 12:05:59 am**

<http://dff.d.wimbli.com/file.php?id=1763>

I'll put a map up later, it's a pain in the ass to upload to DFMA for me. If someone did it for me I'd add POIs sooner. Probably not really gonna be a narrative or pictures because I didn't take notes and am a hypocrite. Turn went well, though, spent most of my time on the army and a new set of fortifications.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **Heron TSG** on **January 11, 2010, 12:28:50 am**

We could try having a massive dragon statue and dump bins of flaming lignite into the stomach of the beast, causing it to belch smoke!

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **Lord Shonus** on **January 11, 2010, 01:01:58 am**

~~I'll grab the save to post a map.~~ Apparently I won't. We've only got one player still signed up, so anyone interested, please speak now.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **KenboCalrissian** on **January 11, 2010, 02:56:49 am**

Yikes, did interest really drop off that quickly? In that case I'll take Wednesday just to keep it going... If anyone else wants it, you can take it from me, I really intended to wait until next week to take another turn.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **Defiance** on **January 11, 2010, 05:29:35 am**

In for the next possible date.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **sir labreck** on **January 11, 2010, 12:44:17 pm**

I'll only take a turn in last resort, that always end up that or I don't have the time, or something bad happen, or worse, I don't feel the way to play DF that day.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **KenboCalrissian** on **January 12, 2010, 11:22:01 am**

Is anyone playing right now? Trying to plan my night ahead of time, and I don't know if it will be spent playing DF or something else.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **ajar** on **January 12, 2010, 11:40:20 am**

Quote from: nil on January 11, 2010, 12:05:59 am
<http://dff.d.wimbli.com/file.php?id=1763>

I'll put a map up later, it's a pain in the ass to upload to DFMA for me. If someone did it for me I'd add POIs sooner. Probably not really gonna be a narrative or pictures because I didn't take notes and am a hypocrite. Turn went well, though, spent most of my time on the army and a new set of fortifications.

nil, your turn was glorious.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **Overspeculated** on **January 12, 2010, 11:59:04 am**

I'll take the next available slot (looks like 15th)

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **sir labreck** on **January 12, 2010, 12:29:37 pm**

And look like no one is playing lol ^^

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **The Architect** on **January 12, 2010, 01:51:04 pm**

Eerie oracle voice: "IIII WAAARNNED YOOOUUUUUUUUU...."

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**

Post by: **nil** on **January 12, 2010, 02:24:36 pm**

Fort is perfectly playable and in good shape, just might want to open up the signup slots a little earlier next week (also the Community Game forum is a little glutted with succession games at the moment).

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**

Post by: **KenboCalrissian** on **January 12, 2010, 03:08:16 pm**

OK, I'll plan on sparkin' some gears tonight. Will be starting late, but not to worry; I'm on vacation, so I have all day tomorrow to work with the save.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**

Post by: **Zeffrin** on **January 12, 2010, 07:09:34 pm**

GAH! long day! alright! I will be playing for the REST of the day now! *grabs save*. Alright lets see....

Projects planned: Perpetual motion machine, used to potentially power a flood mechanism to flood the entrance/entire fort in case things go up in flames.

EDIT1: well without water thats looking no good.

Beginning narration, this is my first succession fort, so forgive poor writing, and playing ;)

11, Timber, 305

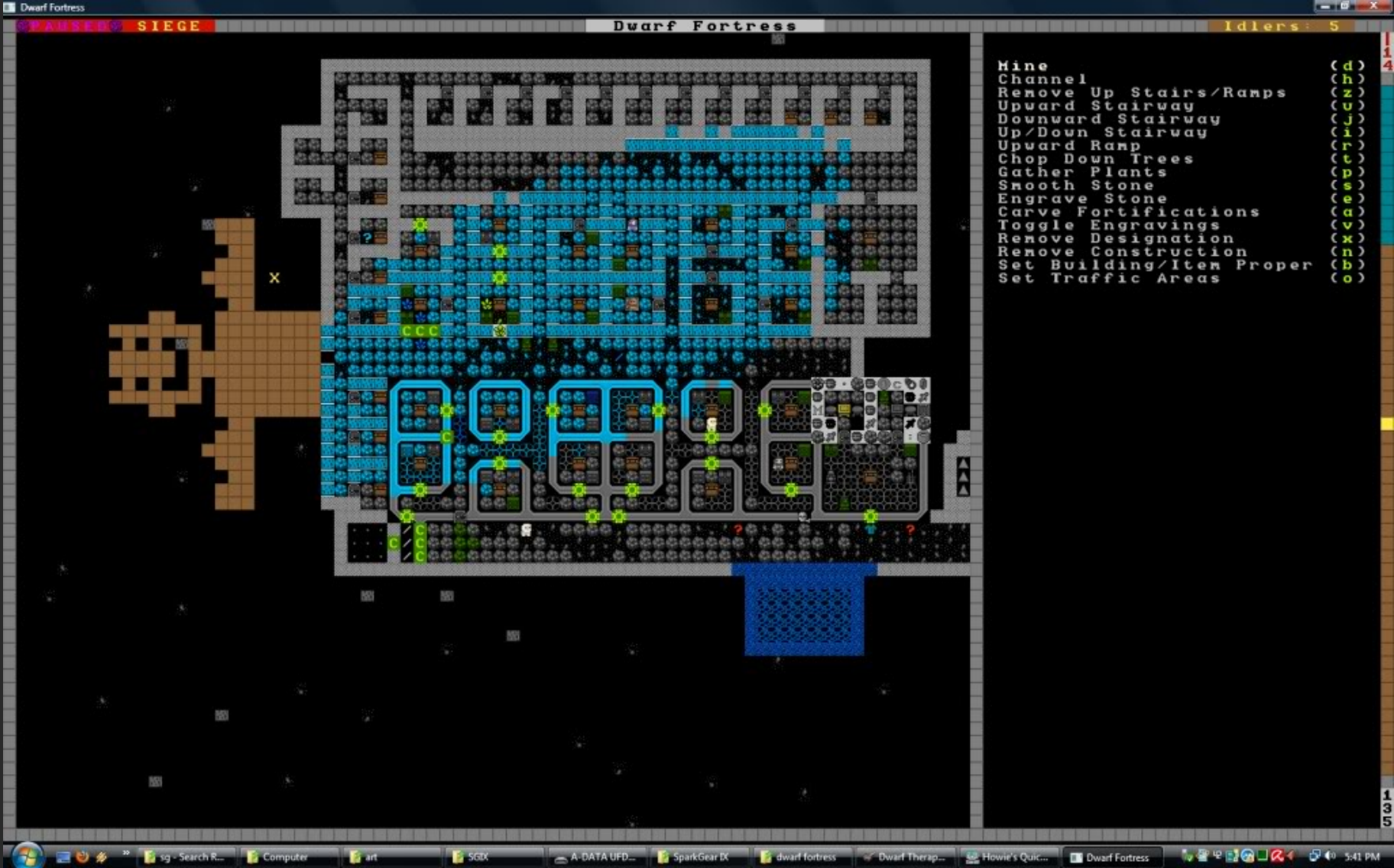
Hello, my name is Zeffrin. Zeffrin Idenabir. I'm a seige operator. Well little did I know that that was all about to change... I was awoken today by a dwarf named Labreck Rithostukugut. He said, "Hey Zeffrin, since you are a seige operator, and we are under seige, me and my buddies who used to run the fort were thinking. Wouldn't a seige operator be best able to handle a seige?". "Well", I replied "I suppose, but what about the other seiges that all of you were able to pull through? you all did just fine, why the big change now?". "Ahh well..." said Labreck "Things are different, and we are getting old, so we thought we would pass the hat to someone young, someone fresh! someone new!". "Well I'm honored sir but..." And Labreck inturripted me exclaiming "Great! so you'll do it! Fortunatly there isnt any paperwork to sign, so I hope you enjoy your new post! Later!". And with that he dissapeared into the mess of dwarves, leaving me with the fortress plans, and a mound mess of confusion.

upon further inspection of the plans, I noticed that a number of dwarves did not have beds. Well That had to change and so I decided to put up some mining designations for new beds. (screenshots will come later, I am playing on a desktop with no internet and posting from a laptop with internet. its a long story).



3rd, moonstone, early winter, 305.

Well we have been under seige for awhile, and the humans don't seem to move. Well, we ran out of beds. After placing three of them I discovered that we had no more. Looks like a lot of dwarves will be either getting married, or bunking on the floor. Oh well, least I have a room. Speaking of, why dont I "upgrade" my room a bit. Not quite sure what I was thinking when I designed it...

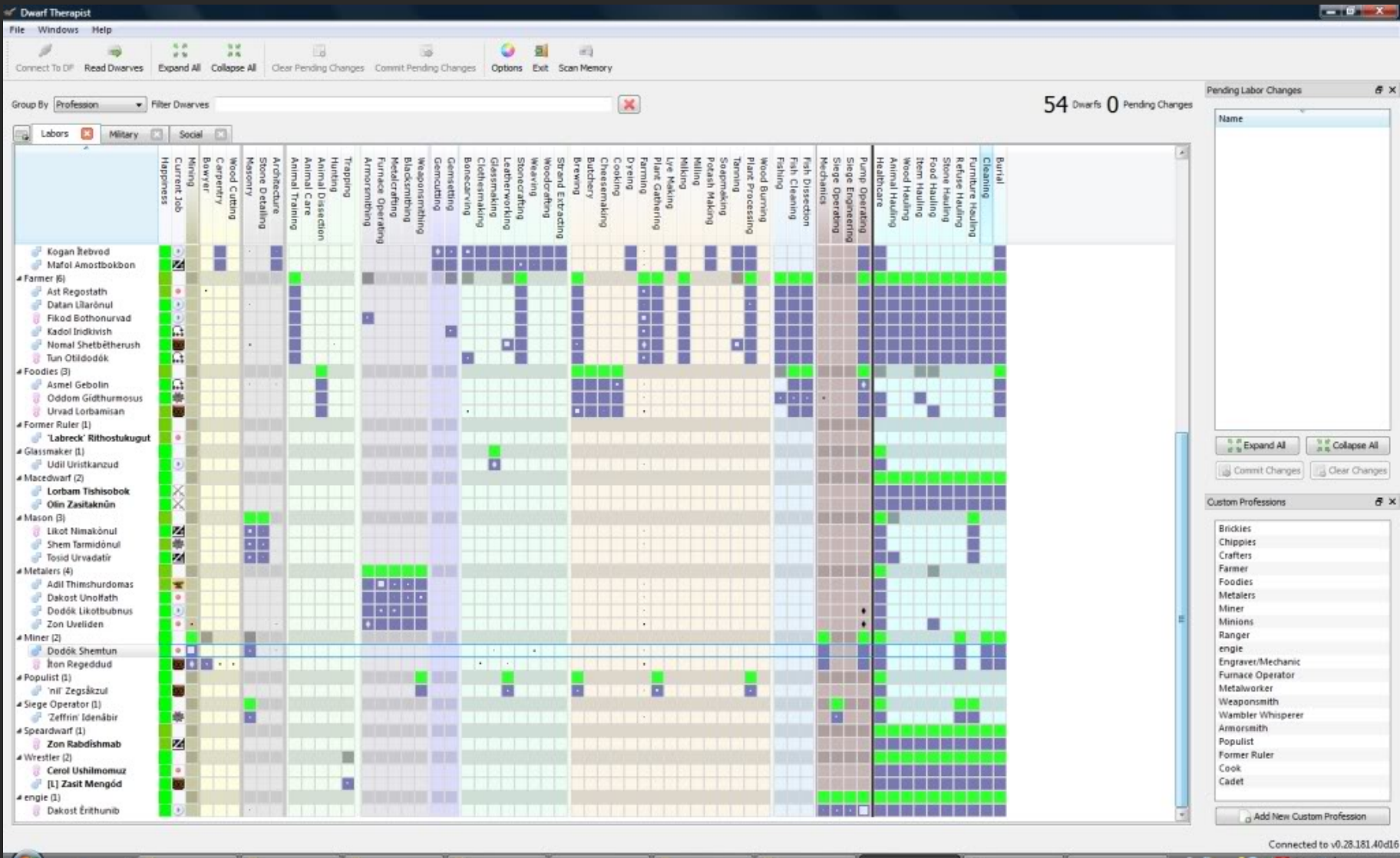


On another note, I am seeing a bunch of levers, but don't know what they do. I shall take it upon myself to find out what each one does, in the only way I know how: by pulling them. However I will station some troops near the drawbridge opening for when it opens and the humans come flooding in...

15th Moonstone

Had my room cleared of all rubble. I want a clean room dammit! Also I reassigned people to general roles that most matched their skills.

BEHOLD! ORGANIZATION IN THE JOBS!!!

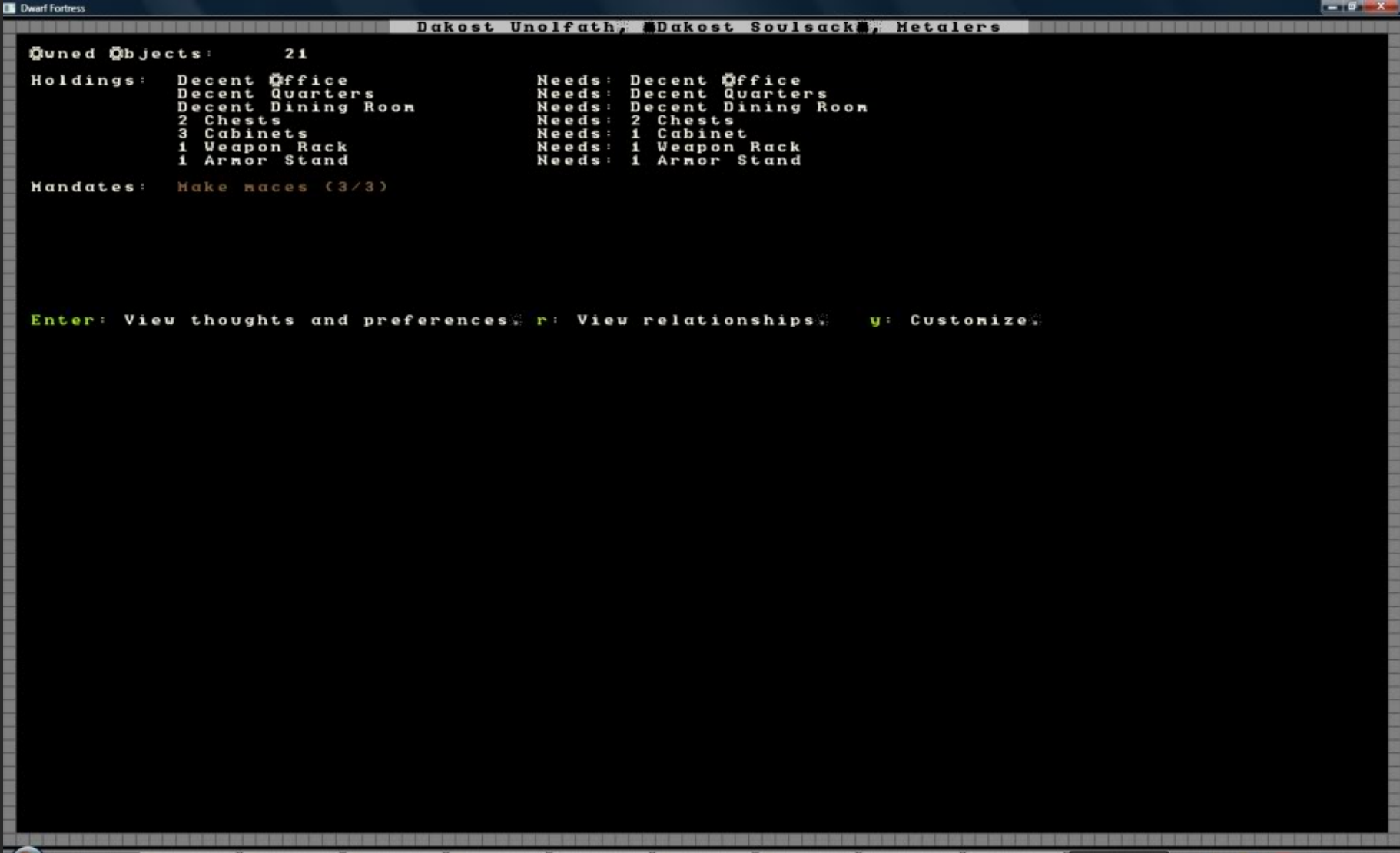


Sorta...

12 Opal

I have decided to take over a mason's workshop. I have something amazing in mind. They will see. They will ALL see. But I MUST have shells! Give me shells!

23rd, Opal. The "Mayor", as if to undermine my authority, has mandated that "certain goods" be made. Hah! To hell with "certain goods!" I want my shells! Along with a few OTHER goods! (like logs, crystal glass, tanned hides, and anything else).



On an unrelated note, the military has gathered around me, for some reason. Perhaps they are waiting to be inspired by what I am planning...

6th obsidian.
These fools cannot provide me with the final ingredient...raw crystal glass...is it so much to ask for for just ONE little piece of it? I mean how hard can it be to create potash, then pearlash? How much longer must I wait for what I desire? all labors are OFF until I get what I want- no what I need!

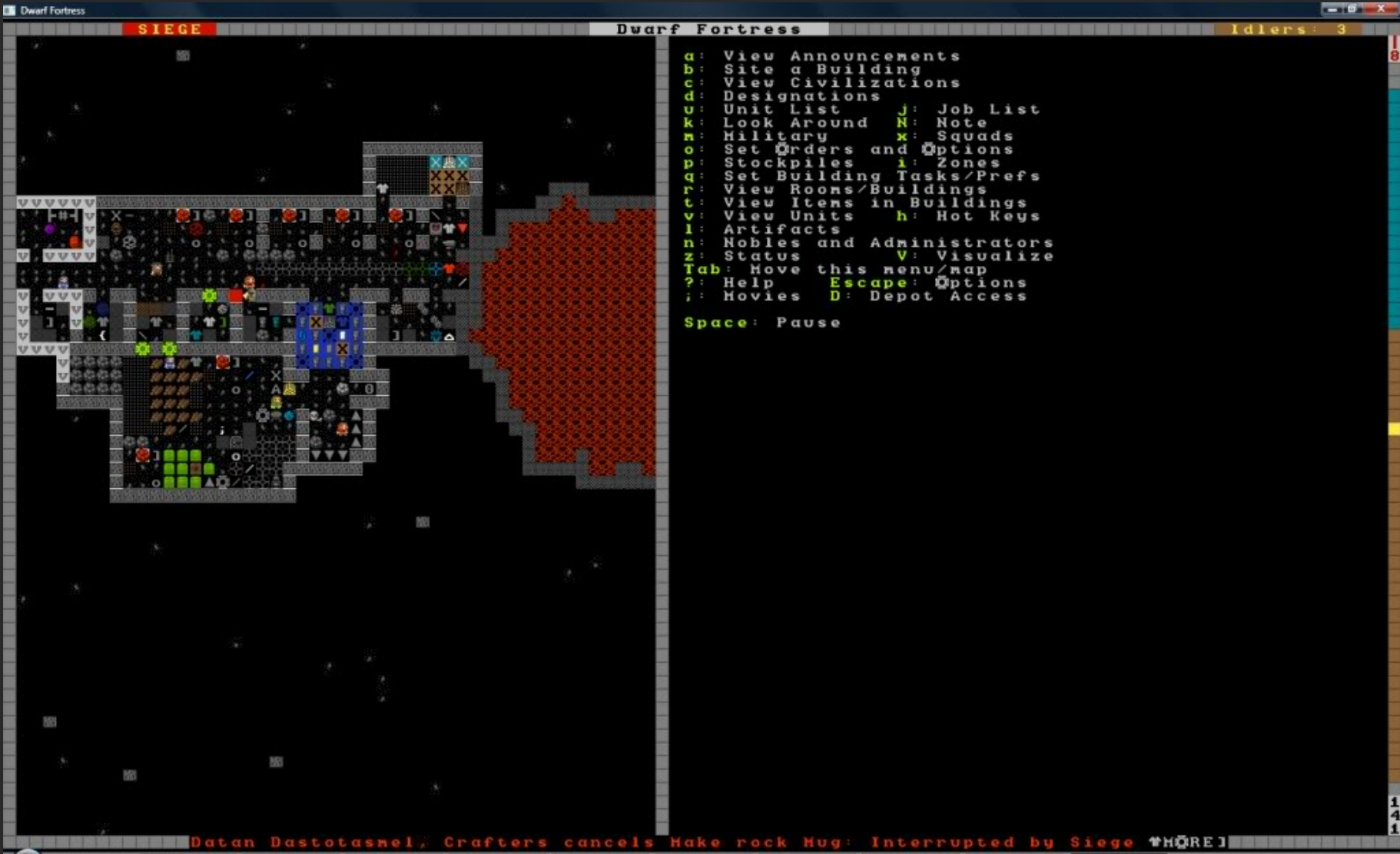
My wife, Cerol Ushilmomus thinks I'm crazy, and promises to pile drive me throughly when I am done with this "nonsense" Well...we shall see what kind of "piledriving" she will do, when she sees what I plan on making! She thinks she can boss me around just because she is a wrestler in the military, HAH!

15th, obsidian.
Still waiting for that crystal glass...I missed my wife giving birth today. But not even that compares to the awesomeness that is what I am planning on making!

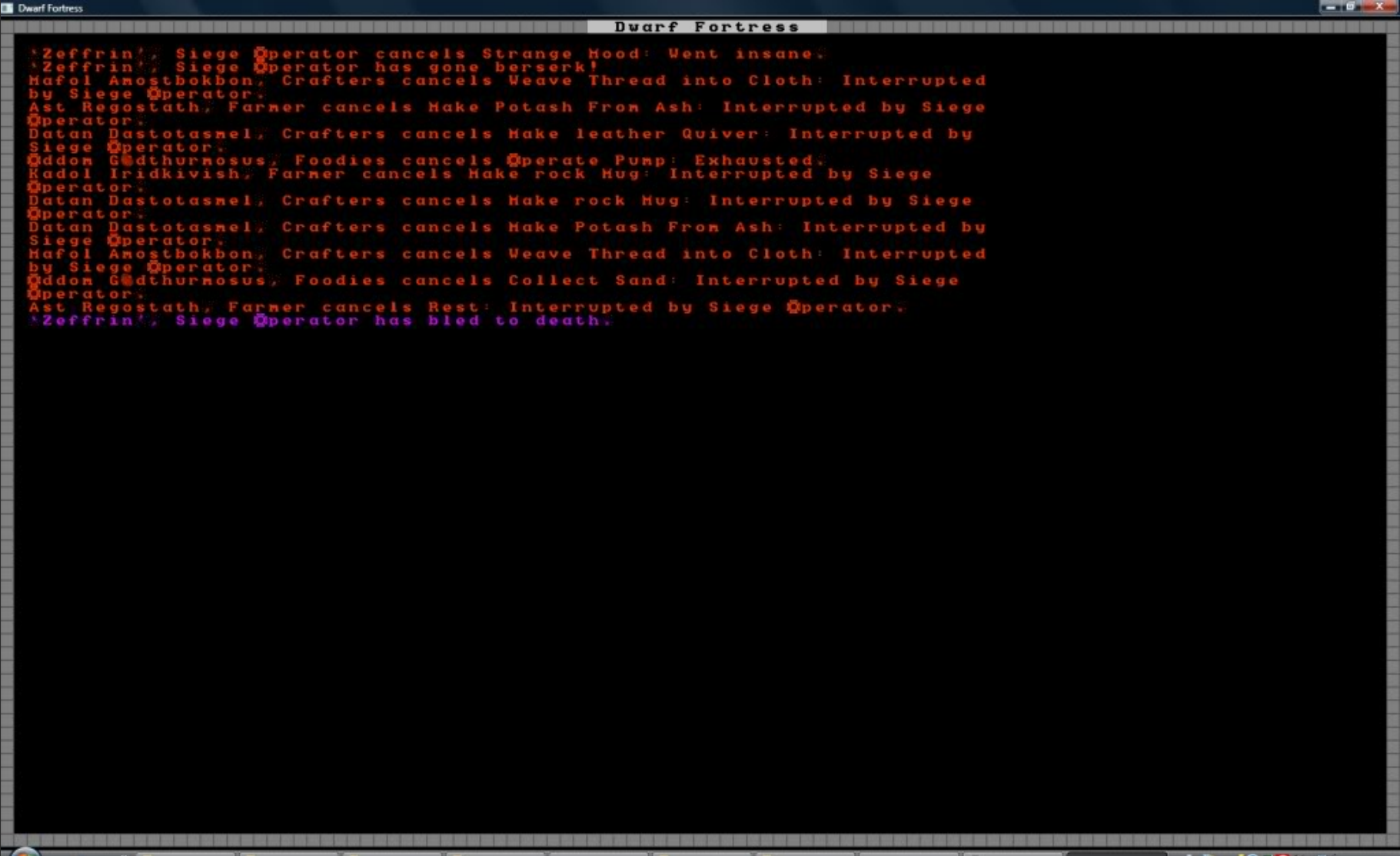
1st Granite
Spring has arrived. Whoop a dee doo. Still no raw crystal glass. Seriously how incompetant can these dwarves be. They havent even started making the potash!

3rd Granite
AHh! I've had enough of these incompetant fools! Their incompetance is insufferable! They shall pay for their inability to bring me crystal glass with their lives!

but before I go, I must issue one final order: ALL LEVERS BE PULLED!!!!



You think your a BIG man Mr. Axe dwarf?! Well Ill show you! you...you...you...DIIIIIEEEEEEE



(This is where I end since my avatar is dead. However is someone wants to complete my room for me, that would be cool, cuz my "wife" and "kids" are still alive and could use it to ease the loss of their husband/father). use your imagination when building it though.

Really I hope the levers don't do anything TOO bad :-\

Save is here
<http://www.mediafire.com/?zzmzzdwztgn>

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **nil** on **January 12, 2010, 10:09:39 pm**

The levers are all labeled with (N)otes. There are duplicates.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **Zeffrin** on **January 12, 2010, 10:23:53 pm**

opps....yeah. well I figured that since my avatar went crazy, he should go crazy with style! and by that I mean pulling levers.

Anyways Ill have the file uploaded shortly, feel free to look around. not much changed. Feel free to go back one step, if I messed up anything important.

save is here.
<http://www.mediafire.com/?zzmzzdwztgn>

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **KenboCalrissian** on **January 12, 2010, 11:58:12 pm**

Oh *man*, this should be a fun mess to clean up... let's crack this thing open and see what 'Kuzzles' has to deal with... if she's still alive.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **nil** on **January 13, 2010, 12:00:22 am**

Okay, here's a map archive link from my turn: <http://mkv25.net/dfma/map-7793-sparkgearix>

Sorry it took me so long. I'm particularly proud of those new fortifications (<http://mkv25.net/dfma/poi-20872>), though. I might go so far as to argue that they're the **best possible fortifications ever**.

(edit: even if the entrance to said fortifications is goofy as hell and pretty unnecessarily so. sorry about that)

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **aurixdarastrix** on **January 13, 2010, 12:27:07 am**

...A Sparkgear has easy to claim open slots. And my only computer that can play DF at more than 30fps with 10 dwarfs on a 2x2 embark? NOT WORKING. I lack words obscene enough to properly express my resentment. Still though, seems to be turning out well. Best worst of luck to ~~you~~all your dwarfs.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **KenboCalrissian** on **January 13, 2010, 12:37:59 am**

There's some... interesting changes to our farming industry, I've noticed. Almost every farm is disabled for spring, and almost every farmer has been assigned Pump Operating which they hold in higher priority than actual farming. The save starts with 70 plants to feed a population of 57. Looks like I know what I need to fix first!

EDIT: Huh. The door to the butcher's shop was forbidden, too. I'm starting to suspect sabotage *shifty eyes*

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **Lord Shonus** on **January 13, 2010, 12:56:06 am**

Just out of curiosity, nil, why didn't you just modify the existing arena to use for archery training? The reason there's no engravings on one side of the little room they drop into was to allow fortifications to be carved. That area's all set up to process the bodies, with the three crafts dwarves workshops right next to it, no hauling required. (Not criticizing, just curious.)

Also, you didn't add a POI for the loopy corridors just south of the arena. Is there a purpose to those, or are they just for burial?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **nil** on **January 13, 2010, 01:12:56 am**

Quote from: Lord Shonus on January 13, 2010, 12:56:06 am
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Heh, I didn't realize that's what it was supposed to be; thought it was more of an execution thing. Enemies won't (usually) be worth much in a fight after a 3-z-level fall...

But, a solution: a person could channel out the floors above where you intended to have the marksdwarf stand, use walls/doors to make a room there, lock him in and force him to shoot at prisoners with all the unstacked bolts from the firing range above it. Would be a great way to get some extra training out of some bolts that are otherwise nearly useless.

Quote
Also, you didn't add a POI for the loopy corridors just south of the arena. Is there a purpose to those, or are they just for burial?

Yeah, in hindsight I regret making that much excess stone, but the idea was to have a cave-like burial area.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **Zeffrin** on **January 13, 2010, 01:35:27 am**

Quote from: KenboCalrissian on January 13, 2010, 12:37:59 am
There's some... interesting changes to our farming industry, I've noticed. Almost every farm is disabled for spring, and almost every farmer has been assigned Pump Operating which they hold in higher priority than actual farming. The save starts with 70 plants to feed a population of 57. Looks like I know what I need to fix first!

EDIT: Huh. The door to the butcher's shop was forbidden, too. I'm starting to suspect sabotage *shifty eyes*

I didn't do that! I mean the pump operator part....or the farm part! I swear! altho some of the "custom" professions are my handiwork

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **nil** on **January 13, 2010, 01:51:39 am**

I added farming and pump operating to lots of dwarves, but I don't think I would have given both to anyone. As far as I'm concerned they fill the same niche in the labors menu: "jobs that don't trigger a mood and are easy to skill up." There were some dwarves who had pump operating already enabled when I started (I think they were intended to pump actual fluid or something exotic like that) but not many.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **KenboCalrissian** on **January 13, 2010, 01:56:51 am**

No worries, I turned off all the pumps and all the Pump Operator/Farmer combos, opened the butcher's door, and created two new butcher shops and another kitchen. Every tile on the underground farms is filled with seeds, but we got as low as 9 plants left and I had no choice but to mass slaughter some horses and donkeys.

While I'm messing around with agriculture, I'm going to get an outdoor farm/greenhouse going. I can tell from our seed selection that this has been a goal for a while, so I'll see it through for us.

Also, we got a kick-ass artifact fire beetle chitin thong (with a disgusting name). I'll post a screenshot when I do my narration some time tomorrow.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **Lord Shonus** on **January 13, 2010, 03:44:56 am**

Quote from: nil on January 13, 2010, 01:12:56 am
Quote from: Lord Shonus on January 13, 2010, 12:56:06 am
Just out of curiosity, nil, why didn't you just modify the existing arena to use for archery training? The reason there's no engravings on one side of the little room they drop into was to allow fortifications to be carved. That area's all set up to process the bodies, with the three crafts dwarves workshops right next to it, no hauling required. (Not criticizing, just curious.)
Heh, I didn't realize that's what it was supposed to be; thought it was more of an execution thing. Enemies won't (usually) be worth much in a fight after a 3-z-level fall...

But, a solution: a person could channel out the floors above where you intended to have the marksdwarf stand, use walls/doors to make a room there, lock him in and force him to shoot at prisoners with all the unstacked bolts from the firing range above it. Would be a great way to get some extra training out of some bolts that are otherwise nearly useless.

The idea is that you drop them down the pit, which rarely does any real damage, simply stunning them, with the door of the little room closed. You station the melee fighters in the larger room and unlock the door after you have a few in place that have recovered from their stunning. It's so high because dwarves assigned to pit enemies were seeing the enemies already in the pit and freaking out. For arrows, it's more effective to use the little room because the exp is gained on every hit, regardless of distance, or so I've been led to believe.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **sir labreck** on **January 13, 2010, 06:26:16 pm**

Hum, the fortress seem goo, fortification, great, magma, great, we talk now about how we can butcher our enemy. Just great :)

Why did you have to use damned tool not develop with the game? Bah, just people who use them, check out that nothing get bad as no more farmer ^^ So who is crashing the fortress to make it more challenging :p

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **KenboCalrissian** on **January 13, 2010, 06:35:56 pm**

Here's the save. (<http://dffd.wimbli.com/file.php?id=1774>)

Here's the map. (<http://mkv25.net/dfma/map-7799-arche-sgix>)

Narration complete with an actual dwarven serial killer. No, seriously, skip to the end if you don't believe me!

Spoiler (click to show/hide)

Hello again, little wamblers! You've all grown so much since we last met, and so have we! Oh, how you wamble so... That reminds me, what exactly *is* wambling, and how do you do it? I shall soon learn this mystifying dance of yours and teach it to the others, so we might

all learn your peaceful ways. The others have seen fit to give me another go at running the fortress, so again I shall tell you what changes I have made!

One of the previous rulers saw fit to change my title to 'Brickies,' probably because of the artifact I created that made me a legendary Mason. Well... I bit my tongue, and dealt with this nonsensical job description for a time, but now that I'm in charge I can reinstate myself as the fort's 'Wambler Whisperer!' This is a much better description of my capabilities, if I do say so myself!

It is 10th Granite, Early Spring, and there are humans outside. They don't appear to be moving... I order an area in the hillside to be carved, smoothed, and fortified, but it isn't finished in time before the humans make their first move upon the magma trap. A small number of them fall in, and they back off, again holding their position near the hillside. I hope that you, wamblers, will know well to stay away from this dangerous contraption!

It's about now that I notice something striking. Our food supply is quite small, and the farms are all left untended! There are 70 plants left to feed a population of 57 dwarves. Closer inspection reveals that farming has been disabled for 3 out of 4 seasons on most farms, and all of our farmers have been assigned jobs of pump operation! Which pumps, you ask? The wall of pumps just south of the farms! Why are there so many pumps?! Only a few would have been sufficient to train the skills of our dwarves! The farmers are removed from the shackles of their pump operation labors and set to seeding...

In addition, I set the plans for a greenhouse roof in motion, allowing us to build above-ground farms next to our underground plots. But we need to deal with that siege first!

On 28th Granite, Mörul Kelzedot bravely stands close enough to the humans to draw their fire, then runs back inside the way of the magma trap, luring in the intruders. Again, the humans are cautious, and only their horse-riding leader and one other member of the seige walk in while the rest stand warily at the edge of the first bridge. The trap flips open, melting the leader, and immediately the rest of the humans panic and flee, breaking the siege.

On 15th Slate, Mid-Spring, Nomal Shetbêtherush is inspired by our plight with the humans and withdraws from society to build an artifact from the leather shop! But, oh! Little wamblers, something you must understand about moody dwarves; if you leave them alone, they only grab the closest ingredients, not the best, unless they have something specific in mind! Therefore, I guided Nomal's hand toward the choicest parts for his construction - and oh, did it pay off!

A fire beetle chitin thong worth 110400ꝥ? That's HOT! Ahem... oh, but do excuse the pun, dear wamblers.

I check again on our food predicament. Every single tile of the farm plots are toiled with planted seeds, but our stocks are now down to 11 plants total! Gracious!! The last time I saw power, we came close to running out of booze, and this time it's food. I'm afraid we'll need to slaughter some poor animals, then, much as it pains me...

There is an ample supply of horses and donkeys, so I choose all but one male for each and a few females to be sent to the butcher. You might not want to hear of this part, innocent wamblers... but after some time passed with no animals being butchered, I find that someone has locked the door to the butcher's shop!! I wonder... who would do such a thing, and why?? The food stocks diminish even more, and I unlock the door and have two new butcher shops made to triple production speed of meat, bones, and fat. As soon as the first horse meets the blade, I set a cook to rendering fat until there isn't any more, and this keeps him busy for quite a while. Once finished, he'll cook all the meat and tallow into easy meals - this way, the food goes farther and makes dwarves happier. Though personally, I balk at the thought of a donkey tallow sandwich...

On 4th Felsite, Late Spring, a terrible thing happens! I am careless with the orders of digging the greenhouse skylight, and trigger a cave-in! The dust throws iton Regeddud, Miner, into the wall of the entrance and breaks his left upper arm, right hand, and third finger, left hand, not to mention causing a lot of bruises. We're unfortunately down to one miner for a while...

On 12th Hematite, Early Summer, and even larger force of humans attacks! The cadets (I suppose this is our new name for marksdwarves?) are placed in position, and two waves of the siege simultaneously lunge themselves down the magma corridor, melting half of them.

((Movie)) Oh! But one of our cadets rushed out onto the bridge just as it was closing, and a fellow dwarf falls into the magma! (<http://mkv25.net/dfma/movie-1918-bravebutdumb>) The tragedy!! Why, oh why, hasn't this fair warrior been told of the dangers of this trap? He should have known better than to rush foolhardily into the human forces alone!

Oh, ho! It seems as if the humans think they have discovered a flaw in my clever trap! One soldier stands upon the pressure plate, holding the bridges up to prevent them from causing further harm to his comrades. A noble sacrifice, yes, but a foolish one! The backup lever closes the bridges again, causing his allies to rush onto them again. Many make it into the line of cage traps beyond the magma, and a final pull of the lever seals the fate of a large number of enemies in one go.

The military is taken off duty, and unfortunately, we soon lose a macedwarf to suffocation, most likely caused by Zon the speardwarf in a training accident. Curses! Well, the military is put back on duty, but it would seem this wasn't the only accident, as I soon find two others from the military are lying injured in bed. This wouldn't happen if we had more armor... so, I have more leather armor made and, since we seem to be lacking in all metal but copper, make copper chain and plate, as well as copper shields. When we get a chance at more steel or iron, we can upgrade, but I'd rather see the troops in inferior armor than *no* armor!

I am feeling a great sense of accomplishment in my efforts... I believe I deserve a special place of recognition, and carve myself a circular bedroom, which surrounds my crypt! I think it would be prudent for my final resting place to be near my nightly one, so I place my tomb as close as possible to my bed, just on the other side of the wall.

On 17th Malachite, the magma trap is almost completely drained for the excavation of enemy weapons and armor. Little wamblers, do you scavenge so? Do you have enemies to worry about? Probably just cats, and you should know, we have no cats here! And somehow, we also have no problem with pests. This is very strange, but good, because it means I can talk to you without fear that you'll one day be gobbled up!

I notice that our mayor, Asmel, does not have proper quarters, and that we have no captain of the guard. I fix these problems next, upgrading Asmel's room, and appointing Shorast the Axe Lord to Captain of the Guard. What could possibly go wrong with that?

ACK!! My goodness!! I've appointed a serial killer to the captain of the guard!! In just one week, Shorast has killed three dwarves, all with names starting with the letter 'K!!' I missed the killing of her first target, but the second was a coffinmaker deep within the mines - she just came up behind poor Kulet and wedged her axe between his shoulder blades while he was working! I immediately relieved Shorast of her post after this, but her thirst for blood did not stop! Enraged by the loss of her position as Captain of the Guard, Shorast entered her bedroom as her lover Kogan slept and cleaved him asunder!

How dreadful! How utterly atrocious! How... how irresponsible of me to not perform a thorough background check of this individual before giving her a license to kill! I evict Shorast from her nice, engraved Captain of the Guard room and return her to a normal life... fearfully, we have no town guard to stop her, and as one of the few skilled warriors to protect our fortress, we cannot punish her. For some reason, I cannot find the body of Kogsak Paddleromances, her first kill, neither within the fortress or in our units list. I have no idea where he or she is! Kogsak is not listed amongst our dead!

I am deeply sorrowed by this display of ineptitude on my part. I must resign my post and contemplate my failures... Oh, many fluffy wamblers, judge me as you will, for I am a failed judge of intent, and this has cost unnecessary lives...

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **Heron TSG** on **January 13, 2010, 06:48:30 pm**

Awesome storytelling!

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **KenboCalrissian** on **January 13, 2010, 07:07:51 pm**

Quote from: Barbarossa the Seal God on January 13, 2010, 06:48:30 pm
Awesome storytelling!

Barbarossa, you may want to go back and reread. I wasn't finished by the time you posted ;)

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **Heron TSG** on **January 13, 2010, 07:10:43 pm**

A serial killer? A hidden body? A murdered lover? Oh my!

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **Lord Shonus** on **January 13, 2010, 10:08:40 pm**

I think I'm going to play for a bit, until Defiance shows up.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **KenboCalrissian** on **January 13, 2010, 10:37:57 pm**

Let me know if you find Kogsak. It's really bothering me! I've scoured the units list about 6 times, top to bottom, and can't find Shorast's first victim anywhere on it.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **Lord Shonus** on **January 13, 2010, 11:17:47 pm**

From now on, no pump training. Pumps may be used only for the purpose of moving liquids around.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **KenboCalrissian** on **January 14, 2010, 01:39:04 am**

A note, from Shorast to Kuzzles:

'Hello, *K*uzzles. Guess what? *You're next!*'

eeeeeeeeeeeeeeep!!!

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **The Architect** on **January 14, 2010, 01:47:28 am**

edited: I'm an idiot.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **Lord Shonus** on **January 14, 2010, 02:50:25 am**

Journal of Zon, Metal King

12 Limestone
After spending a ridiculous amount of time pumping air, I’ve finally gotten a look at our new warriors and their beautiful copper weapons. Copper. With all the iron and steel equipment dropped by our enemies that can be melted down, we’re usong copper. I’ve ordered every weapon in the fort, except Labrek’s crossbow, and the Glacium weapons forged previously, to be menlted, regardless of where they came from. I’ve also ordered every pump not used for the magma trap destroyed.

16 limestone
A caravan has come.

18 Limestone
A xelic ambush has claimed the life of a farmer. Also, one of the merchants was killed, thanks to nil’s fortifications of extreme paranoia, and they’re leaving now. Four children have been kidnapped.

26 limestone
Another farmer has been killed by a kobold.

1 Timber
A farmer has been taken by a mood and claimed a craftsdwarves workshop. The ingredients gathered are:
Turtle bones
Donkey bones [4]
War horse bones [9]
Copper bars
Gabbro blocks
Gabbro blocks
Chestnut logs
Raw green glass
Gabbro

9 Timber
Migrants.
1 Moonstone
The farmer has created his artifact, a turtle bone hatch cover, worth 14.4K. I installed it in the dining room as a prank. Work on the statue is proceeding, albeit slowly. I’ve started on the second foot, which will house a barracks designed to acclimate our soldiers to the terrible sun.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **ajar** on **January 14, 2010, 03:20:25 am**

remember to toss all that stone into megaprojects!!!!<3
microcline is magmagratable

ò#
òo
ó~
ó7
ò#

stonestorage is unplayable

Flooding old mines with magma is a solution!

Give me 16th I'll do all this to save SGIX!
Then I'll ask Nahkh to inspect. His tgchan quests attract poorly.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **Lord Shonus** on **January 14, 2010, 04:40:37 am**

Turn list updated.

14 Moonstone
A group of xelics and their high elf slaves have sprung from ambush at the front gate. They were dispatched with light casualties. One recruit was killed, and another was badly wounded.
15 Moonstone
A vamari caravan has arrived, and with it another ambush. The vamari were slaughtered.
16 Moonstone.
We are besieged by dynasauri! Hopefully, they'll fight the ambushers.

19 Moonstone
The dynasauri are pressing forward

27 moonstone
The dynasauri have been destroyed.

Those that made it past withering fire from the firing ports in the statue met our soldiers in hand to hand combat and where annihilated. One archer and one baby was killed.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **Lord Shonus** on **January 14, 2010, 08:02:26 am**

11 Grantie.
Another xelic ambush. It's quite annyoung. We lost a child, a recruit, a baby, and a crafter.
15 Granite
A high elf caravan is here, and we've already bene ambushed. Maybe we'll finally get to trade
17 Granite
The hobgoblins had the courtesy to wait until the merchants were inside to attack. Polite scum.

1 Slate
The hobos took a magma bath, and the dungeon master is arrived. He likes, among other things, copper.

Also, I accidentally flooded the tombs.

I jsut about got done bypassing the flooded areas, and the arena feed chute needs a little more rerouting, but other than that we're in pretty good shape.

<http://bb.xieke.com/files/3/SGIX.zip> (<http://bb.xieke.com/files/3/SGIX.zip>)

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **KenboCalrissian** on **January 14, 2010, 11:28:06 am**

Strange, I didn't make any copper weapons... only 5 suits of chain and plate, really (and 5 suits of leather armor). They must have already had those.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **sir labreck** on **January 14, 2010, 12:45:21 pm**

Probably, did I'm the only useful dwarf doing something constructive and not dying of it? Anyways, I love my crossbow :)

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **nil** on **January 14, 2010, 01:54:24 pm**

Quote from: sir labreck on January 14, 2010, 12:45:21 pm
Probably, did I'm the only useful dwarf doing something constructive and not dying of it? Anyways, I love my crossbow :)
I made the copper weapons, for sparring.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **The Architect** on **January 14, 2010, 04:03:38 pm**

Quote from: ajar on January 14, 2010, 03:20:25 am
Flooding old mines with magma is a solution!

Give me 16th I'll do all this to save SGIX!
Then I'll ask Nahkh to inspect. His tgchan quests attract poorly.

This is a really bad idea. Melting things to get rid of them is generally bad, because a significant amount of melted items are tracked by the game forever, even after they disappear. You have to use a garbage compactor to properly annihilate items. This is information that should be spread around more on our forums! The other options are chasms, pits and flows where the item will fall off the map.

I now make a point of emptying areas I am going to flood with magma to avoid this, as I have several hundred melted globs on my best fort's stock menu that don't actually exist.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **sir labreck** on **January 14, 2010, 06:27:34 pm**

Listen to the brain guy ^^ Another use of stone, more constructive is to make gigantic outside construction, like an above-city.

Or use catapult to make it fall outside the map, I think that work? Just don't make the FPS get too low, not a problem for me now, but for other...

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **Lord Shonus** on **January 14, 2010, 09:03:22 pm**

Quote from: sir labreck on January 14, 2010, 12:45:21 pm
Probably, did I'm the only useful dwarf doing something constructive and not dying of it? Anyways, I love my crossbow :)

Actually, you've been in bed for awhile with a yellow head.

BTW, nil, I sealed off the fortification path you made because the soldiers kept taking too long a path to get anywhere, but I didn't destroy it, so if anyone wants to use it, it's a trivial matter to re-open it.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **nil** on **January 14, 2010, 10:13:34 pm**

Too long? Madness! It's the **best ever** I say!

(but seriously they're way way faster than the guys they're shooting at, plus I already built an optional bypass... each to their own, though, if I've learned one thing from Sparkgears its that perfectly decent players can have wildly divergent ideas of not only what is good, but what's even *acceptable*)

edit: Okay, now that I look at it, I don't understand your reasoning at all. You did the exact equivalent of dropping the bypass bridge I had already built in, only permanently. I guess I didn't explain the bypass well enough so it's sort of my own fault, but that's kind of a bummer. Hopefully we don't get a big frost giant siege too soon, we're pretty much defenseless against them.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **Lord Shonus** on **January 14, 2010, 10:30:13 pm**

No, even with the bridge dropped, soldiers would tend to go through the winding path, even to go to the main entrance. You'll notice that I covered all the external entrances as well.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **KenboCalrissian** on **January 14, 2010, 10:44:48 pm**

How do you open that bypass, anyway? I looked everywhere for the lever and couldn't find it. It was really bugging me... on my turn, all traffic went in and out through my magma trap because it was the shortest way.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **nil** on **January 14, 2010, 11:49:51 pm**

Quote from: Lord Shonus on January 14, 2010, 10:30:13 pm
No, even with the bridge dropped, soldiers would tend to go through the winding path, even to go to the main entrance. You'll notice that I covered all the external entrances as well.

Worked fine for me.... The path wasn't even accessible when the bridge was down, except from the far entrance, and with it being a dead end they should never have had any reason to go down there (unless maybe you had large squads stationed in front of the fortifications)
Spoiler (click to show/hide)



Whatever though, like I said if I wanted people to use my shit I should have gone to the trouble of actually explaining how to do so. edit: And there could be issues with squad members running to the other sides of walls like there so they can stand "next to" their leader, I've seen that in similar setups.

Quote from: KenboCalrissian on January 14, 2010, 10:44:48 pm
How do you open that bypass, anyway? I looked everywhere for the lever and couldn't find it. It was really bugging me... on my turn, all traffic went in and out through my magma trap because it was the shortest way.

Upper left in the lever room, for what it's worth.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Overspeculated** on **January 15, 2010, 03:56:51 pm**

Oh hey, I missed my turn.

Oh well.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Demonic Spoon** on **January 16, 2010, 01:04:12 am**

Ello ello. Glad to see this beast is still going more or less. :D

Gimme the 17th?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Heron TSG** on **January 16, 2010, 01:18:10 am**

Hey, you're back!

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Demonic Spoon** on **January 16, 2010, 02:05:51 am**

Yeah, I am! :D

What's been happening lately?

Has ajar started playing yet?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Heron TSG** on **January 16, 2010, 02:11:50 am**

Not that he's posted. The past few SparkGears have been a bit worse for wear without you or Nahkh.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **ajar** on **January 16, 2010, 03:42:30 am**

Spoon, I'll pass you my file as soon as I finish my megaproject (read: later)

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Demonic Spoon** on **January 16, 2010, 03:45:09 am**

:D Oooh.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **ajar** on **January 16, 2010, 03:46:11 am**

Hey guise, where's the next turn link?

It seems like both defiance and overspeculated missed their turns. playing kenbocalrissians save.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 2 now open.]**
Post by: **Demonic Spoon** on **January 16, 2010, 03:56:50 am**

Quote from: Lord Shonus on January 14, 2010, 08:02:26 am

11 Grantie.
Another xelic ambush. It's quite annyoung. We lost a child, a recruit, a baby, and a crafter.

15 Granite
A high elf caravan is here, and we've already bene ambushed. Maybe we'll finally get to trade

17 Granite
The hobgoblins had the courtesy to wait until the merchants were inside to attack. Polite scum.

1 Slate
The hobos took a magma bath, and the dungeon master is arrived. He likes, among other things, copper.

Also, I accidentally flooded the tombs.

I jsut about got done bypassing the flooded areas, and the arena feed chute needs a little more rerouting, but other than that we're in pretty good shape.

<http://bb.xieke.com/files/3/SGIX.zip> (<http://bb.xieke.com/files/3/SGIX.zip>)

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Lord Shonus** on **January 16, 2010, 05:21:20 am**

The Spoon has the 17th.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Demonic Spoon** on **January 16, 2010, 05:31:43 am**

:D The Spoon is grateful. :P

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **ajar** on **January 16, 2010, 06:32:31 am**

aww crap, I thought I could do better. Too much save scum. Spoon it's all yours check dffd

FFS. Can you believe this. I was fortifying the magma top for fun and stone disposal (megaprojects, tower of armok) etch. but when I was digging ramps, one of the ramps cut into magma vent and flooded the fortress.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Lord Shonus** on **January 16, 2010, 08:32:58 am**

It's polite to post a link.

Is This your save?

<http://dffd.wimbli.com/file.php?id=1779> (<http://dffd.wimbli.com/file.php?id=1779>)

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Demonic Spoon** on **January 16, 2010, 10:08:49 am**

I believe that is his save yes? Anyway started downloading will play soon.

I have plans... oh yes. ;D

EDIT: Well this fort is ... interesting. What's with all the normal floor tiles looking like open spaces?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **sir labreck** on **January 16, 2010, 02:36:03 pm**

Ho, an old SG player :) Good luck with that ^^ And don't kill my dwarf xD!

For the floor, don't know, maybe your graphical set don't like the map, I don't remember that sort of problem.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **skaltum** on **January 16, 2010, 02:37:31 pm**

well now that spoon's back he may be able to motivate me to play again :P. ahhh good times. such as bridges melted by magma cannons

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Demonic Spoon** on **January 16, 2010, 02:50:14 pm**

Mmmm, it is time to setup and initialize THE PLAN :D.

EDIT: Mica is magma resistant right? RIGHT?!

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **QuakeIV** on **January 16, 2010, 05:28:36 pm**

Can i reserve the ninteenth of january?
If you prefer next weeks signups ill wait, but yeah.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **skaltum** on **January 16, 2010, 05:30:05 pm**

Quote from: Demonic Spoon on January 16, 2010, 02:50:14 pm

Mmmm, it is time to setup and initialize THE PLAN :D.
EDIT: Mica is magma resistant right? RIGHT?!

uhhh i don't think so. check the raws and wiki

OR

have some FUNtm ;D

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Lord Shonus** on **January 16, 2010, 10:29:13 pm**

QuakeIV has the Nineteeth.

BTW, It's preferable for you to simply post in the thread when you start your turn, rather than replying to my reminder PMs.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **QuakeIV** on **January 17, 2010, 12:01:24 am**

Eh, okay, sure.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **sir labreck** on **January 17, 2010, 12:38:20 pm**

Mind if I want some fun on the 24th? Could be fun to make something big and fun :)

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **QuakeIV** on **January 17, 2010, 05:38:14 pm**

Hey, turns out i cant do it on tuesday, change mine to the 21st please.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **KenboCalrissian** on **January 17, 2010, 09:26:07 pm**

Quote from: Demonic Spoon on January 16, 2010, 10:08:49 am

What's with all the normal floor tiles looking like open spaces?

It's because of a setting in the init. I have no idea why it was set that way, but my first order of business was to re-enable the ground graphics.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Demonic Spoon** on **January 17, 2010, 11:14:13 pm**

Righto, I didn't get everything done that I wanted to and since it seems no one has taken the 18th can I use that please?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Lord Shonus** on **January 18, 2010, 12:25:29 am**

DS has the 18th (please post an overview of what's happened so far, if you don't mind.)

Sir labrek has the 24th.

Quake IV is moved to the 21st. I am taking the 19th, since nobody else has taken it.

Did I miss anyone?

As for the ground tiles, when I uploaded the mod, I just made a copy of my install and uploaded it. You'll notice that SHOW ALL HISTORY is also in. There's no special reason for it, just the way I prefer it.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **ajar** on **January 18, 2010, 05:28:35 am**

Quote from: Demonic Spoon on January 17, 2010, 11:14:13 pm
Righto, I didn't get everything done that I wanted to and since it seems no one has taken the 18th can I use that please?

For now I am really interested in knowing what you have built for SG9! I already searched for the map file in dfma, but didn't find one. Maybe later all tha changes will show. My turns totalled around 9 months.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Defiance** on **January 18, 2010, 07:05:35 am**

I didnt see you added me on the 14 >.<;

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Demonic Spoon** on **January 18, 2010, 08:20:18 am**

Spoiler (click to show/hide)
Memoirs of Demonic Spoon, Emperor of all he surveys.

Ir all started when one of my many illustrious ancestors, Demonic Spoon, caused the death of a entire fortress's population in a attempt to achieve space flight. Since then the family of Demonic Spoon has been in disgrace. It various members have been exiled to the worst hellholes in the empire, and the empire has quite a few of those. They had to deal with hordes of bloodthirsty orcs at the gates, rebellion from within, famine, wood shortages, water shortages, mass madness, crazy sabotage of the fortress by it's inhabitants, demons, elves, carp, incompetent minions and the list goes on.

I myself have been sentence to this particular hellhole and this will be a log of my activities.

Winter

Finally the peons have recognized my superior leadership abilities and have handed over authority to me. Time to make some changes around here.

First on the list is making a temple to armok to assure our good fortune (not that we'll need it under my leadership) I decided the top of the magma pipe to be a prime area and gave the orders to wall it in so that the workers could build there in safety, not that they're very important.

I was walking along a corridor trying to comprehend the crazy layout and considering my options when I stubbed my toe on the rough rock floor! I immediately instated a full time engraver to smooth everything.

Seeing how dangerously our food stocks were I made three peons full time farmers and told not to stop growing food until we can't move for it.

A Vermian trade caravan arrived, knowing that these things were always followed by bandits I ordered the soldiers to be on their guard. However before they could intervene a chaos dwarf ambushing party killed several members of the caravan and the rest left in a huff.

Realizing the danger of the outside world I began setting up plans for a secret project.

Spring

The top of the magma pipe has been completely walled in, the secret project is proceeding, our food stocks are booming and smoothing of the fortress is well underway. Life is good.

Some guy called 'Kuzzles' the 'Wambler Whisper' (🙄) seems to have worked out my secret project. He came barging into my office without a appointment and complaining about how his precious 'wamblers' would be incinerated by all the magma. I told him that is the price of progress and kicked him out. I would have had him killed for daring to question me but he's the best mason in the blasted place.

Some 'High' (Probably on those berries they like so much) elf tree hugging hippies arrived. I left them to be slaughtered by the dinosaurs who them promptly died on our magma trap, idiots.

Someone made a gabbro armour stand artifact apparently. Yay, another legendary mason.

Summer:

The secret project and my new quarters are proceeding but I fear that there may be a wood problem. The temple to Armok is almost complete but will have to be put on hold until the completion of the secret project.

Silver xelics and humans arrived, I made a gap in our defences and ordered our stout warriors to protect is while they streamed in shortly followed some thieves and ambushes.

I gave them a huge profit margin, took all their wood and sent them on their way.

Gah, work is going far too slow, damn dwarves needing to eat, sleep, breathe and get incinerated by magma.

I'll give a map and save when I'm done.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Demonic Spoon** on **January 18, 2010, 04:38:34 pm**

Ugh so tired, stupid magma mistakes ruining a entire season's worth of work, will maybe write story and post map with POI tomorrow.

Save: http://dffd.wimbli.com/file.php?id=1790

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **nil** on **January 18, 2010, 05:37:00 pm**

Woah, what happened to all the marksdwarves? Also wagon access?

Otherwise, though, this looks pretty awesome. Nice to see the place finally get an above-ground footprint.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **nil** on **January 18, 2010, 05:54:11 pm**

I uploaded a map: <http://mkv25.net/dfma/map-7815-sparkgearix>

I'll leave the POIs to others.

edit: A proposal: we should keep this map going until the new version comes out, even if it goes past the end of the month. That way no one has to worry about the new version coming out halfway through, and the first one made in the next version will have the nice round number "X"

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Lord Shonus** on **January 18, 2010, 10:26:22 pm**

Ah, good. My accidental flooding of the tombs was undone by ajar ignoring my save (from the last time I jumped in between turns.)

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Demonic Spoon** on **January 18, 2010, 11:02:02 pm**

Added POI : <http://mkv25.net/dfma/map-7815-sparkgearix>

Story:

Spoiler (click to show/hide)
Autumn:

In preparation for the dwarven caravan I set trade good production in overdrive, they never came 🙄 .
Instead we got a buttload of hobgoblins sieging us. Labreck died nobly and gloriously in a suicide charge against them. Those Giant Wolf Spiders they ride are evil. (Note to self: Capture some giant wolf spiders for silk production.) .

In a fit of paranoia I wartrained all the giant beetles that were wandering around and told them to guard and follow me, you never know.

One of the farmers became possessed and made a artifact, damn possessions.

Work on the secret project proceeds apace but I fear we may not have enough wood.

Winter

The Temple of Armok is Complete!! MUHAHAHAHAHAHAHA!! Sanctified and consecrated with dwarven vomit and the blood of innocents, dwarves, enemies alike!! All it needs is a last finishing touch of masterwork statues and some green glass windows.

We have hit a dead end in project Armok's wrath. Apparently we don't have enough wood and there are no trees around here. Bah, why can't we use the bones of the fallen I ask you?

THEY'RE COMING!! THE FOOLS!! THEY CANNOT SEE!! THEY HAVE NO VISION!! SO WHAT IF WE'LL BE CUT OFF FROM THE OUTSIDE WORLD!! THE WORLD NEEDS TO BE FLOODED WITH MAGMA I TELL YOU!! IT NEEDS TO BE!!

Summary:

Capture some giant wolf spiders for silk production.
Commence the sacrifices to Armok.
Foodwise and housing wise we're okay.
We have two legendary masons, one legendary leatherworker, one legendary clothier, two legendary engravers and one legendary glassmaker.
We need more wood.
We need more barrels.
I'm awesome.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **sir labreck** on **January 19, 2010, 12:43:52 pm**

You aren't, you kill me! ^^ How could you have been so negligent, the fortress will collapse without me :p

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **KenboCalrissian** on **January 19, 2010, 12:47:24 pm**

Begins smuggling wamblers left and right into the fortress while there's still access to the outside world

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Lord Shonus** on **January 19, 2010, 02:16:31 pm**

I'm in the middle of a system crash, so I can't continue.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **nil** on **January 19, 2010, 02:46:06 pm**

That means we've got nobody, right? I wouldn't mind taking another hand if that's still the case in a few hours.

edit: playing now. Anyone who wants to play, let me know: I'll be keeping my eye on the thread.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **KenboCalrissian** on **January 19, 2010, 02:50:13 pm**

I've been too busy to keep up with my own community fort lately, so unfortunately I can't carry the torch any time soon. Still watching, though.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **nil** on **January 20, 2010, 01:47:04 am**

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **KenboCalrissian** on **January 20, 2010, 11:24:34 am**

Oh god, I didn't get all the wamblers inside! RUN AWAY, LITTLE ONES!!

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Pwnzerfaust** on **January 20, 2010, 12:15:03 pm**

Can I sign up for the 22nd? :D

I've always wanted to do a succession fortress. Oh, I'm kind of a newbie, so, uh, I hope I don't destroy the fortress.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **sir labreck** on **January 20, 2010, 12:43:51 pm**

Why I'm not anymore schedule for the 24th?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Lord Shonus** on **January 20, 2010, 01:38:55 pm**

Sorry, forgot to add you to the first post.

Pwnzerfaust has the 22nd.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **nil** on **January 20, 2010, 04:17:38 pm**

Quote from: Lord Shonus on January 20, 2010, 05:28:03 am
also, where the hell did you find enough power to run that massive pump stack? Did you manipulate the aquifer for water wheels?
Nope, it's all wind. I got a bunch of wood from the humans (via trade) and the silver xelics (via them getting killed by invaders). To go over the top I increased the efficiency of the pump stack (power is mostly transfered pump-to-pump through z-levels) and scoured the map for forbidden wood dropped by long-dead traders.

edit: Apparently, workshops don't create noise like I always thought they did, which means our current food processing industry is just fine, ~~which means I probably won't play today...~~ unless I feel inspired to do a megaproject or something later. Quake, if you're around and wanna start early feel free.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Pwnzerfaust** on **January 20, 2010, 06:03:51 pm**

Awesome. Oh, and, so I don't end up looking like a fool on the day I'm supposed to play, what mods exactly are being used?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **nil** on **January 20, 2010, 06:12:37 pm**

Quote from: Pwnzerfaust on January 20, 2010, 06:03:51 pm
Awesome. Oh, and, so I don't end up looking like a fool on the day I'm supposed to play, what mods exactly are being used?
It's CivForge Unleashed + modded Orcs

edit: btw, I am playing at the moment, but can will upload tonight or whenever the next guy whats it

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Pwnzerfaust** on **January 20, 2010, 08:23:16 pm**

Quote from: nil on January 20, 2010, 06:12:37 pm
Quote from: Pwnzerfaust on January 20, 2010, 06:03:51 pm
Awesome. Oh, and, so I don't end up looking like a fool on the day I'm supposed to play, what mods exactly are being used?
It's CivForge Unleashed + modded Orcs
edit: btw, I am playing at the moment, but can will upload tonight or whenever the next guy whats it

Oh, right, duh, it's right on the first post. Brilliant.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **nil** on **January 20, 2010, 08:33:12 pm**

Current save is up (once again) here (<http://dffd.wimbli.com/file.php?id=1794>)

Map archive is here (<http://mkv25.net/dfma/poi-21020-mainentrance>), I'll add POIs after dinner.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Demonic Spoon** on **January 20, 2010, 10:34:52 pm**

Hee, good old nil completing my projects. :D

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Lord Shonus** on **January 21, 2010, 01:54:53 am**

I had actually planned to rework it into a feeder mechanism for the statue I want to build, but that didn't happen.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **ajar** on **January 21, 2010, 05:52:36 am**

I could be 23rd or 25th again!

edit =D

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **QuakeIV** on **January 21, 2010, 01:25:50 pm**

Hey guys, ill be starting up after i finish school today, and will hopefully make one of the awesomest rounds yet!

Im going to do screenshots with fraps and anything awesome i can that wont risk the majority of the population.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **nil** on **January 21, 2010, 02:20:13 pm**

Quote from: Demonic Spoon on January 20, 2010, 10:34:52 pm

Hee, good old nil completing my projects. :D

Heh, anytime.

Quote from: QuakeIV on January 21, 2010, 01:25:50 pm

Hey guys, ill be starting up after i finish school today, and will hopefully make one of the awesomest rounds yet!

Im going to do screenshots with fraps and anything awesome i can that wont risk the majority of the population.

Awesome, that's just what we need. I really wanted to put together some sort of narrative but I'm just not feeling very creative right now...

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **QuakeIV** on **January 21, 2010, 02:53:56 pm**

Downloading now, im accepting suggestions as to what carnage i should partake in, specifically.

EDIT: never mind, ill think of it.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **nil** on **January 21, 2010, 03:04:06 pm**

Quote from: QuakeIV on January 21, 2010, 02:53:56 pm

Downloading now, im accepting suggestions as to what carnage i should partake in, specifically.

You should build some awesome free-standing statue off the thing I built that sticks out of the side of the mountain

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **QuakeIV** on **January 21, 2010, 03:45:23 pm**

Jesus fucking christ!

Well, you guys may not like this, but it does look alot like the old sparkgear.

EDIT:

Well, the flood the world magma device failed. It keps running and flooded the upper levels of the fortress.

Thirty of the dwarves are trapped walled in second from bottom z-level with no miners.

Im not a good enough player to handle this, im sorry, but i dont know what to do.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **QuakeIV** on **January 21, 2010, 04:05:32 pm**

So what i was guna have happen is the mayor assasinated, and my chosen guy put into power.
Then i was guna get the surface permanently flooded.
So i lock the mayor into his room, and flood it with magma.
I fire up the flood the world magma system.
I have blocks built for a bit, then notice theres magma flooding violently into every part of the fortress, ridiculously effeciently.

The leak i later found out came from the fortifications on the side of the mountain.

Anyways, about 40 fatalities later, fifteen more are threatening to starve and dehydrate to death, and five are locked into food court area, the eating room is totally flooded with several bodies i had to lock in.

About five guys have food, and fifteen are trapped in the living quarters, about to starve.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **nil** on **January 21, 2010, 04:16:16 pm**

Shut down just fine when I used it, can you tell what failed? (you do have to turn it off manually of course)

Also I figured the barriers I put up would be enough to prevent internal flooding...

edit: aw shit, I forgot those fortifications even existed

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Heron TSG** on **January 21, 2010, 08:14:57 pm**

Quote from: QuakeIV on January 21, 2010, 04:05:32 pm

About five guys have food

As we all know, that's enough. Start a farm and wait for immigrant miners. With them, tunnel until you get some iron, and forge pumps and picks in order to reclaim the cesspit that is SparkGear.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **KenboCalrissian** on **January 21, 2010, 10:17:37 pm**

Quote from: QuakeIV on January 21, 2010, 04:05:32 pm

The leak i later found out came from the fortifications on the side of the mountain.

You mean the fuzzy wambler doors. I carved those. What, they caused the fortress to be flooded with magma? Well, at least the wamblers *might be* safe.

Sweet, I indirectly caused the fort's demise... I feel accomplished now!

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Pwnzerfaust** on **January 21, 2010, 11:56:39 pm**

I won't be able to do my turn tomorrow. For some incredibly stupid reason I was under the impression that the 22nd was a Saturday. Drop me from the list for now, I'll probably ask for another day, probably next weekend. If the fort survives til then.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **ajar** on **January 22, 2010, 03:10:48 am**

Yeey! It's my turn! After I finish my school work!

edit: Now! School done, SparkGear All Mine!

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Lord Shonus** on **January 22, 2010, 04:15:45 am**

Quote from: KenboCalrissian on January 21, 2010, 10:17:37 pm

Quote from: QuakeIV on January 21, 2010, 04:05:32 pm

The leak i later found out came from the fortifications on the side of the mountain.

You mean the fuzzy wambler doors. I carved those. What, they caused the fortress to be flooded with magma? Well, at least the wamblers *might be* safe.

Sweet, I indirectly caused the fort's demise... I feel accomplished now!

I carved fortifications on the side of the mountain a long time ago.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Arathel** on **January 22, 2010, 04:56:26 am**

I'll take over the 23rd (tomorrow) if nobody minds. I feel up for doing a bit of a narrative for my turn too.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **ajar** on **January 22, 2010, 06:49:49 am**

Lord Shonus, do you know where the current save is?

Can I replace Pwnzerfaust?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Demonic Spoon** on **January 22, 2010, 07:54:06 am**

Quote from: nil on January 20, 2010, 03:27:07 am

Here's the save (<http://dffd.wimbli.com/file.php?id=1794>). I'll put the other stuff up tomorrow, I promise!

TL;DR version:
-finished the magma device, started proofing the entrances (note that right now the magma defense path will clog up if too much lava gets there and the 'bypass,' while distant from the magma output, is utter vulnerable. The main fort should be safe)
-fought off one large frost giant siege and lots of xelic/chaos dwarf ambushes, took light casualties
-added fortifications to edges of the outside platform, extended the tower
-I left the door to the trap path locked

If no one is playing tomorrow I might re-grab it and build a nice food set-up like I've been meaning to, but otherwise it's open.

Quote from: nil on January 20, 2010, 08:33:12 pm

Current save is up (once again) here (<http://dffd.wimbli.com/file.php?id=1794>)

Map archive is here (<http://mkv25.net/dfma/poi-21020-mainentrance>), I'll add POIs after dinner.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **ajar** on **January 22, 2010, 08:59:06 am**

So quakeIV's turn will be discarded?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Lord Shonus** on **January 22, 2010, 11:58:55 am**

Yeah. go ahead and take it, ajar.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **ajar** on **January 22, 2010, 12:55:02 pm**

Sigh, just can't. Play it. It's too perfect already. I would have built something that's separated from the whole but that's just not nice.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **QuakeIV** on **January 22, 2010, 02:22:53 pm**

Hey, nil, i realise my play was terrible, but you want me to email you the save or something?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **sir labreck** on **January 22, 2010, 05:03:29 pm**

Just want to say I'm alive :)

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **KenboCalrissian** on **January 22, 2010, 05:46:47 pm**

Quote from: Lord Shonus on January 22, 2010, 04:15:45 am

Quote from: KenboCalrissian on January 21, 2010, 10:17:37 pm

Quote from: QuakeIV on January 21, 2010, 04:05:32 pm

The leak i later found out came from the fortifications on the side of the mountain.

You mean the fuzzy wambler doors. I carved those. What, they caused the fortress to be flooded with magma? Well, at least the wamblers *might be* safe.

Sweet, I indirectly caused the fort's demise... I feel accomplished now!

I carved fortifications on the side of the mountain a long time ago.

Ah, I forgot about those ones... I carved some on the north side of the mountain for a very specific group of stragglers. Unfortunately, yours are probably the more likely culprit.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**

Post by: **Lord Shonus** on **January 23, 2010, 04:19:15 am**

Labrek, since you're the next scheduled player, why don't you just take a doule turn?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**

Post by: **ajar** on **January 23, 2010, 04:40:06 am**

what about arathel?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**

Post by: **Arathel** on **January 23, 2010, 07:55:36 am**

Quote from: ajar on January 23, 2010, 04:40:06 am

what about arathel?

Well, I'm here. Actually just now logged on to check and see if I got the spot or not.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**

Post by: **Lord Shonus** on **January 23, 2010, 01:32:02 pm**

Missed him completley, I'm afraid. He can have it.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**

Post by: **Arathel** on **January 23, 2010, 01:39:12 pm**

So unless I'm mistaken I'm going to be starting on the nil save a few posts up. I'll keep you guys up to date with anything major that goes on.

Spoiler (click to show/hide)
19th Limestone 309 Early Autumn – Bah, I finally arrived at the site I've heard them call “Sparkgear”. Never heard of the place before but upon my arrival I was greeted with the sight of a thriving fortress instead of the cesspool of disorder and chaos I was expecting. We'll see how things look once I've been here for more than a few days.

3rd Timber 309 Late Autumn – This fortress seems to be doing well, almost manages itself. One of the jewelers entered a strange mood, wouldn't say anything to me, just walked to the the crafting workshop and started gathering supplies. It seems like it's missing something though, something to punish those who cross the leadership...a labyrinth complete with hostile animals, confusing changing walls and a viewing chamber. I'll order construction to start immediately. Also, I'd like to make note that the immigrants seem to be avoiding this place, something about it being too dangerous...

22nd Timber 309 Late Autumn - Gabro mug with an image of 'Pungency' the fire beetle chiten thong...this is a legendary artifact how?

13th Moonstone 309 Early Winter – Construction still has yet to begin on my labyrinth, it's taking longer to plan it than I previously thought. I noticed an infestation of beetles near the surface levels of the fortress, I was about to order an eradication of them when one of my informants told me that they TAME beetles here! The audacity of it! I shall do my best to avoid their presence.

19th Moonstone 309 Early Winter – The blasted sneak attacks! Two separate groups of chaos dwarves managed to find their way into the tunnels before being noticed. Luckily they were on the wrong side of the fortifications and the armed marksdwarves standing guard, how the lazy bastards missed them to begin with I'll never know, made short work of them and we only lost one dwarf whose name and profession were so insignificant to me I already forgot. Construction has begun on the top levels of the labyrinth and I am considering making it an arena as well with a bridge layer over the top to keep the maze in check whilst gladiators fight. More to come later, I must get back to work.

9th Opal 309 Mid Winter – I have come up with a glorious plan to carve out the arena without too much effort with channels! Instead of channeling out every tile, I am going to order all of the edge tiles channeled and then dig out everything below it. Finally I shall destroy the last support and the new level shall be built upon the collapse of the one above! Making the environment do my work, I see no flaw in this plan. Why we have woodcutters when there are no trees for miles is beyond me, I'm having them reassigned to mining to expedite the construction of the grand labyrinth. Demon Spoon and his horde of beetles visited my construction site, despicable creatures.

19th Obsidian 309 Late Winter – Muahhahahaha, I noticed that both the beetle population was riding AND our meat supplies were dwindling. The remedy is clear to me. One of our miner's seemed to be enjoying his job a little too much and was overtaken by a fey mood. I'll let him enjoy himself by letting him take a break while I get back to work on my labyrinth.

1st Granite 310 Early Spring – Progress is slow, I blame it on the beetles and have thus designated more to be slaughtered. It's in the fortresses best interests. In the meantime I've taken our legendary clothier off of making more cloth images and additionally ended the production of skull totems, we have enough of the damn things and I could use some more haulers making things look nice.

12th Granite 310 Early Spring – Oh shit, oh shit, oh shit! A vile force of darkness has arrived and I'm outside!!!

And so ends the reign of Arathel The Chaotic. What he was doing outside I have no idea.

Think I'm going to end my turn a bit early as my character died and that made things slightly less fun without someone to live vicariously through. Just a couple of notes, the fort is in the middle of a goblin siege, I have my labyrinth ready to cave in on itself to clear a large area and "Arathel's estate, still has orders to be mined out in the upper left hills. Other than that, nothing really big happened other than I continued the sky bridge slightly. Someone want to instruct me as to where to upload the save to?

EDIT: Ok, I figured out the file upload thing. Here's the link <http://dffd.wimbli.com/file.php?id=1802> (<http://dffd.wimbli.com/file.php?id=1802>)

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**

Post by: **sir labreck** on **January 24, 2010, 10:53:11 am**

Grabbing the save, so what could I do? We have defence, food, water, lots of dwarf and a pretty story. Magma system. I think I'll start something crazy.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Heron TSG** on **January 24, 2010, 11:55:56 am**

What happened to the 5 dwarves with food? Are you guys telling me that you can't rebuild from that? We did in SparkGear 5.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Lord Shonus** on **January 24, 2010, 02:59:32 pm**

We ignored that save due to the magma flood.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **QuakeIV** on **January 24, 2010, 05:27:43 pm**

Well, heres my save i took the time to upload, if anyone is interested:
<http://dff.d.wimbli.com/file.php?id=1804> (<http://dff.d.wimbli.com/file.php?id=1804>)

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **nahkh** on **January 24, 2010, 05:36:10 pm**

Holy crap is this thing still alive? And in the ninth incarnation no less?

I've created a monster. A MONSTER I TELL YOU.

Keep up the good work.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **QuakeIV** on **January 24, 2010, 05:50:26 pm**

Its losing momentum, but i think we'll keep goin.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Flaede** on **January 24, 2010, 05:57:28 pm**

I'm a little sad that I'm not going to get to read about the 5 brave survivors of sparkgear IX, eking out a meagre existence living trapped under the magma.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **QuakeIV** on **January 24, 2010, 06:16:11 pm**

....So go ahead and use the save? :D

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Flaede** on **January 24, 2010, 07:18:42 pm**

Quote from: QuakeIV on January 24, 2010, 06:16:11 pm
....So go ahead and use the save? :D

my computer can't handle it. :(

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **nil** on **January 24, 2010, 08:23:38 pm**

Quote from: QuakeIV on January 24, 2010, 06:16:11 pm
....So go ahead and use the save? :D

From what I could tell, the save you posted was the same as mine... either I got mixed up or you did.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **QuakeIV** on **January 24, 2010, 08:41:39 pm**

Oh snap.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **sir labreck** on **January 24, 2010, 11:18:16 pm**

Next in the list, have fun, I don't have find the time to play enough.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **KenboCalrissian** on **January 25, 2010, 10:02:55 pm**

I'd like to try my hand at the save with the 5 survivor dwarves, since it sounds like nobody's playing off of the "safe" save. If no one objects, I'll start tomorrow.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Demonic Spoon** on **January 26, 2010, 07:36:11 am**

Nooo! My beetles! :'(

Oh yeah, and hiya nahkh, yeah, it hasn't been nearly as awesome since you sorta dissapeared.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **KenboCalrissian** on **January 26, 2010, 12:30:53 pm**

Quote from: Demonic Spoon on January 26, 2010, 07:36:11 am

Nooo! My beetles! :(

Oh yeah, and hiya nahkh, yeah, it hasn't been nearly as awesome since you sorta dissapeared.

Eh... I guess I could do it anyway, and post the save as an optional bonus while keeping the other one canon. Chances are they won't survive anyhow.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**

Post by: **Lord Shonus** on **January 26, 2010, 01:24:26 pm**

I think it would be best to stick with the non-flood save, but you are free to play with the other one, of course.

Somebody take a turn, plese.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**

Post by: **KenboCalrissian** on **January 26, 2010, 05:38:49 pm**

Ha, whoops, family event tonight... mayhaps tomorrow.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**

Post by: **ajar** on **January 27, 2010, 01:28:13 am**

Quote from: Flaede on January 24, 2010, 07:18:42 pm

Quote from: QuakeIV on January 24, 2010, 06:16:11 pm

....So go ahead and use the save? :D

my computer can't handle it. :(

I DID Say to them with big letters, Do DISPOSE of the stone so that people can actually play that crap. I was going to do a megaproject but... hmm. Maybe not. The necropolis could take up some more floors though as I reckon it was already filled when I last tried playing sgix, it's a good fortress anyways.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**

Post by: **Heron TSG** on **January 27, 2010, 07:36:04 pm**

We should just keep this one going until the next version comes out.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**

Post by: **Lord Shonus** on **January 28, 2010, 07:13:27 am**

That seems to be the consensus. Would you care to take a turn? I might, if nobody else does.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**

Post by: **Heron TSG** on **January 28, 2010, 09:02:23 am**

I will sometime in February. January is really messed up for me.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**

Post by: **sir labreck** on **January 28, 2010, 07:17:05 pm**

Will see on a day basis. Maybe I'll pick a turn without saying it and just make a little story and whatever. I have a good idea to make narration, so, I'll try to apply. You should consider that SG X will be on the new version (and why not for once a vanilla game?).

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**

Post by: **Heron TSG** on **January 28, 2010, 07:55:32 pm**

Aye, vanilla will be new enough to work for SGX

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**

Post by: **Lord Shonus** on **January 28, 2010, 08:02:36 pm**

Yeah, half the fun of X will be discovering the new things.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**

Post by: **ajar** on **January 29, 2010, 02:02:32 am**

Quote from: Lord Shonus on January 28, 2010, 08:02:36 pm

Yeah, half the fun of X will be discovering the new things.

weet, is there new features in a new version of vanilla? Raaa...
Why not! Something else we should do about SG X? I could make some portraits of the fortress as it advances. Also narrative portraits, like the history of the fortress engraved in engravings portraits. Thumbs or no thumbs for this? It was Nahkh's idea that he would draw pictures of the fortresses in photoshop, why not me doing that thing for at least one monster fortress?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**

Post by: **Lord Shonus** on **January 29, 2010, 07:37:10 am**

Not too late to do that for IX.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**

Post by: **Demonic Spoon** on **January 29, 2010, 10:35:24 am**

Demonic Spoon has started a mysterious construction!

Demonic Spoon works furiously!

P.S. Using Arathel's save since that seems to be the latest.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**

Post by: **sir labreck** on **January 29, 2010, 11:41:04 am**

Yeah, that the latest.

For portrait, why not, if you want to put time on this, I have no objection ^^

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**

Post by: **Demonic Spoon** on **January 29, 2010, 01:40:41 pm**

"Oh gods that mad beetle lover has somehow managed to gain control again." thought Urist McUrist to himself. He was a 'Civilian' in the new regime which was basically a peasant and his life was not going well. A nice little fortress far away from all the stresses and worries of the mountainhomes they said. A place to relax and enjoy your life they said. Bah, the first thing they did when I came here was forbid me from pursueing my life's passion and ambition, cheesemaking, can you imagine! Barbarians! Unable to compfhrend the many subtleties and wonders that is cheese! And to top it all off there have been a series of insane rulers that control this place, each less sane than the last. From one mad project to a other i have managed to survive however, despite the mad rulers and the rather unfriendly neighbors. However I've heard whispers that the so called 'Demonic Spoon' has plans that will drive the minds of ordinary mad with it's lunacy and it is to be finished before the season is done...

EDIT: GLORIOUS CLEANSING FIRE!! AHAHAHAHA!!

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**

Post by: **Demonic Spoon** on **January 29, 2010, 04:24:14 pm**

DING!

Save: <http://dffd.wimbli.com/file.php?id=1813>

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**

Post by: **Lord Shonus** on **January 29, 2010, 04:45:00 pm**

And what, precisely did you do?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**

Post by: **sir labreck** on **January 29, 2010, 05:54:30 pm**

If I have to bet, let say, making the save impossible to play by pouring magma everywhere ^^ Will say in couple of minute.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**

Post by: **Demonic Spoon** on **January 30, 2010, 12:44:21 am**

"As Demonic Spoon stared at the smoking, fiery landscape before him he saw that it was good."

Le Map: <http://mkv25.net/dfma/map-7922-arche-sgix>

Also you get maximum effect out of anything I do if you're listening to awesome music at the same time.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**

Post by: **sir labreck** on **January 30, 2010, 12:44:20 pm**

Give 5✖ I win the bet lol! No, more seriously, how the migrant will came now? So if I play, I'll need to put a long bridge over the magma to reach one side of the map. No other choice, the bridge will be trapped, naturally.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**

Post by: **Demonic Spoon** on **January 30, 2010, 12:50:40 pm**

OR, we have tunnels into the mountain ::) .

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**

Post by: **Lord Shonus** on **January 30, 2010, 02:16:04 pm**

OR we can pump the magma into a giant tank with another pump stack.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**

Post by: **sir labreck** on **January 30, 2010, 02:26:35 pm**

First solution, defensives issues, second, too long. A good old bridge too drop our enemy in magma :)

I ask you that, how a simple collapse (one wall square) could put an end to the fortress? Lol, I have succeed something I thought impossible :p

Losing my beautiful piece of art. Bah, I have learn something. Stupid dwarf, I'll let them die ^^ I can save now, so if someone wnat a save impossible to play :)

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**

Post by: **KenboCalrissian** on **January 30, 2010, 05:59:16 pm**

Our map still has access through the top of the mountain. Someone could create a new depot tunnel up there, but of course it's going to be even more vulnerable to sieges because all the raiding parties will start very close to it.

Also, this POI is incredibly relevant to my interests. (<http://mkv25.net/dfma/poi-21218-manyfluffywamblerssurvive>)

Spoiler: "Excuses, excuses." (click to show/hide)

Sorry for bailing on the turn without warning, things have been very hectic lately. Somebody in my college's accounting department screwed up and incorrectly reported one of my Perkins loans paid in full. They discovered the mistake last month, then last Monday they sent me a huge bill for 9 months worth of unpaid bills plus interest that they demanded within the week. I had a LOT of phone bitching to do to straighten everything out, and by the end of it I was just too pissy to bother writing anything.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **sir labreck** on **January 30, 2010, 06:17:03 pm**

Anyway, I think I'll post anyways, the save can make thing really interesting. Actually magma is flooding a little everywhere, doors have save the day if I can say so. We lost 28 dwarfs. Everyone who wasn't in the hall, chamber our on top of the fortress have die in horrible manner. The chamber are disconnected from the Hall, and people on the top aren't able to go down where. All miner have die, but we certainly have a pick or two somewhere. I'll upload and tell the story ^^

1st Malachite
Life... death... What it's, except concept? Life is a dream and everyone awake of the dream. But me? Armok don't like me much, maybe this is related in the fact I have said he is not enough cruel, or with the lever he told me too pull. He! Wait a minute, that not my body. Argh... But that a crossbow user. Better than nothing, I could have awake in an elf body for what I know.

First I check around. Not too much have change since my death, but too much have change and not enough at the same time. I find my body in a tomb. I was surprise when I see the outside, an ocean of magma, who is the fool who have done this? Whatever. I need to think and encounter the last in charge. I decide that was me now, who lead that crappy fortress. In a dwarfish manner, he step back, good.

Sometime in Malachite
I have order two beautiful creation to be carved, no one will forget me. Also, a bridge will be construct, long bridge, too drop our enemy in this new ocean, of magma.

15th (unreadebale name)
Sabotage! A mason have construct a wall to far ahead in the planing, resulting in a hole in the roof of the underground fortress. Now the whole magma ocean will drown us.

The farm are starting to be filled with magma. Our hand to hand squad is lost. As the farm and must of the food stockpile. The main way up and down is filling also and the industrial quarter won't stand. Only the hall and the chamber will be safe now, hopefully I'm there.

26th
I'll step back if someone want to be in charge of this mess. 32 dwarfs alive, on 60. Too bad. Food and drink are low now, but we have water.

<http://dffd.wimbli.com/file.php?id=1815>

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Heron TSG** on **January 30, 2010, 09:01:23 pm**

If you don't mind, I'll go through and make that readable for posterity. Some parts (such as "He step back in a dwarfish manner, good.") are omitted for clarity.

Quote from: sir labreck on January 30, 2010, 06:17:03 pm

Anyway, I think I'll post anyways, this save will make things really interesting. Magma is flooding everywhere, and doors have saved the day if I do say so myself. We have lost 28 dwarves. Every dwarf who wasn't in the hall or chamber on top of the fortress has died in a horrible manner. The chamber is disconnected from the Hall, and the people on the top op the fortress aren't able to go down from there. All of the miners have died, but we have a pick or two somewhere. I'll upload the save and tell the story.

1st Malachite
Life... death... What is it, except perception? Life is a dream in which everyone is aware of one another. But me? Armok didn't like me very much. This may be because I have said he is not enough cruel enough, or because of the the lever he told me too pull. Wait a minute, this is not my body. This crossbow user will have to do. Better than nothing, and far better than the body of an elf.

*First I look around. I find that much has changed. I find my previous body in a tomb. I was surprised when I saw the outside world, an ocean of magma. Who is the fool who did **that**? Whatever. I need to find the dwarf who was in charge most recently. I find that the previous leader had been me.*

Sometime in Malachite
I have ordered two beautiful creations to be carved, so that no one will forget me. Also, a long bridge will be constructed, so that we may drop our enemies into the new ocean of magma.

15th (illegible name)
Sabotage! A mason constructed a wall that was too far ahead of schedule, resulting in a hole in the roof of the underground fortress. The whole magma ocean will drown us and burn our corpses!

The farm are filling with magma! Our melee squad is lost! As the farm fills, so does the food stockpile! The main stairwell is filling also and the industrial quarter won't remain unharmed for long!. Only the hall and the chamber will be safe now, hopefully I'll make it there.

26th
I'll allow anyone else to become leader. 32 dwarves remain alive, instead of 60. Too bad. Food and Booze are low now, but at least we have water.

<http://dffd.wimbli.com/file.php?id=1815> (<http://dffd.wimbli.com/file.php?id=1815>)

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Demonic Spoon** on **January 30, 2010, 11:25:15 pm**

Quote from: sir labreck on January 30, 2010, 06:17:03 pm

Armok didn't like me very much. This may be because I have said he is not cruel enough, or because of the the lever he told me too pull.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **sir labreck** on **January 31, 2010, 12:19:48 am**

Thank Barbarossa ^^ The only sentence I won't change it's that:
Quote

Life is a dream and everyone awake of the dream.

That came from a book, and that actually exactly what I mean ^^ For the rest, if it's better in English, thank for the help. I actually write hastily and more in a French style.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Demonic Spoon** on **January 31, 2010, 12:43:41 am**

mmm, drink is actually better then booze in my opinion barbarossa.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **ajar** on **January 31, 2010, 04:10:01 am**

What about this one!
Life is a drama, because without it just life would be too boring.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **The Architect** on **January 31, 2010, 07:53:45 am**

Quote from: sir labreck on January 31, 2010, 12:19:48 am

Life is a dream and everyone aware of the dream.

That's your problem, I believe. You can't be "awake of" a dream, but you can be "aware of" it.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Demonic Spoon** on **January 31, 2010, 12:08:14 pm**

C'mon, someone new take a turn already.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **sir labreck** on **January 31, 2010, 02:39:42 pm**

Yep, take a turn, the challenge is interesting ^^ And not impossible lol.

For the sentence, here the exact sentence in French: *"La vie est un rêve et tous le monde se réveille"* In fact, you could just scrap the last part ^^ Probably the syntax problem come from here. But I could have write that: *"La vie est un rêve et tous le monde s'en réveille"* That can be translate by: "awake of it". So I don't see the problem but I'm not English I have to say. At least, DF is useful ^^ I'm learning my English lol.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Demonic Spoon** on **January 31, 2010, 02:44:11 pm**

Awake cannot be carried over onto objects, it is a state of the subject. Example: labreck is awake

The word your probably looking for is aware. labreck is aware OF object.

Hope I'm making sense.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **The Architect** on **January 31, 2010, 02:44:59 pm**

It's one of those syntax things that can be hard to explain, but is very important.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **sir labreck** on **January 31, 2010, 10:44:43 pm**

Yeah, I see, and I understand, in French we have so much stupid syntax rule. The exception make the rule we say. I don't want to say aware, because it's: "conscient" (fr). wake up seem to be better, even if awake can mean: "se réveiller" (fr). If you can't write it so, the English form will be: wake up.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **The Architect** on **January 31, 2010, 10:47:41 pm**

Well since you want to use awake, it's "awake to" rather than "awake of". We're all happy to help where we can, when you want it.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Demonic Spoon** on **February 02, 2010, 12:24:22 pm**

I won't let this die and I won't take another turn. C'mon people! Your overlord demands participation!

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **sir labreck** on **February 02, 2010, 12:50:54 pm**

Someone, anyone! Don't let me alone with that fortress :p

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Lord Shonus** on **February 02, 2010, 01:37:48 pm**

I might play later,but I'm busy atm.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **QuakeIV** on **February 04, 2010, 12:48:25 pm**

If you let me have a rediculously destructive turn to mix things up, and use it, this will probably pick up momentum, becuae a completely flawless fortress is just boring.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Teferi** on **February 04, 2010, 01:37:31 pm**

Why not, I'll give it a try.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **sir labreck** on **February 04, 2010, 04:58:44 pm**

QuakeIV: The fortress is actually submerging in magma, less the diner hall (and the reserve), the chamber, etc. So you can try to fix it out :)
Teferi: Always happy to see fresh blood.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Teferi** on **February 04, 2010, 10:12:40 pm**

I have worked on succession Forts before (on another Forum) but they've always died from lacked of interest. Tomorrow will be a bad day for me to work on it though

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **Demonic Spoon** on **February 05, 2010, 10:29:43 am**

Whenever is good for either quakeIV or teferi, just make sure you don't play at the same time. Also I don't think you guys realize that the fortress is in the process of BEING FLOODED WITH MAGMA!! So yeah, shonus I think you should totally change the title to reflect that

fact.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Signups for week 3 now open.]**
Post by: **sir labreck** on **February 05, 2010, 12:36:23 pm**

Bah, that will be a great challenge for anyone. So it's not lack of interest here the problem, but not enough people :) Like Demonic say...

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **KenboCalrissian** on **February 08, 2010, 12:24:46 pm**

Or lack of time... this weekend is Valentine's Day, after all. Otherwise I'd be taking a turn for realsies and not just saying I will before ditching at the last minute ;)

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Carpman** on **February 08, 2010, 09:22:21 pm**

Can I get the 23rd? I have never done a succession game before, though I've had quite a few fortresses in my time :).

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Lord Shonus** on **February 08, 2010, 09:57:15 pm**

Just take it whenever.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Carpman** on **February 09, 2010, 08:25:15 pm**

I guess I'll take next turn that no one wants. The entire county is under two feet of snow so I'm not going anywhere :P

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **sir labreck** on **February 09, 2010, 11:52:20 pm**

Nice, for the snow, you have 2 feet of snow in U.S.A? We, in Québec didn't have, what, 30(1 feet approximatively) centimetres in the last 20 days or so.

Dame nature is really angry ^^

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoo]**
Post by: **ajar** on **February 10, 2010, 03:34:36 am**

Quote from: Carpman on February 09, 2010, 08:25:15 pm

I guess I'll take next turn that no one wants. The entire county is under two feet of snow so I'm not going anywhere :P

Here too. If I look out of the window here at my university I see plowing trails as high as a car when it drives down a road. It's over the knee in the divisional island between the "pass this side" signs. Heck, can you imagine 1 million people fighting against another 0,1 feet of snowcoat falling almost daily? It's 2 feet snow here already. Actually I'm 6 feet tall and when I walked out of home this morning the snow bed next to me reached my waist and the plowing mounds were taller than me, the highest was at the parking lot and that was neccessarily way over 10 feet high and reached the middle of a street light pole... heck. Trucks move snow into the Baltic sea every day and some of the streets downtown are partially blocked by 8-10 feet high mounds of snow in the crossroads from plowing excess snow anywhere before transportation. It's just a chaos!

edit: now, imagine this kind of snow beds in Dwarf Fortress!

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **The Architect** on **February 10, 2010, 04:03:28 am**

As a kid I always wanted the snow drifts to be tall enough to have entire tunnel networks between the houses so that we could have huge snowball battles fought entirely under the snow.

Unfortunately it doesn't really snow where I live, and I've never been in a snowy area when the high drifts were above 5 feet.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Demonic Spoon** on **February 12, 2010, 07:31:32 am**

Anyone still playing? If not I guess I could grab the save.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **sir labreck** on **February 12, 2010, 12:42:18 pm**

I don't think so. Grab it and try to save it ^^

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Demonic Spoon** on **February 12, 2010, 01:10:06 pm**

Chapter 1: The search for a pick.



...the...the pain. The horribly excruciating pain! According to the reports of my beetle minions, some idiot had decided to build a bridge across the magma lake, made some sort of mistake and caved in a bit of the bridge making a hole in the bottom of the lake causing it to flood over into the fortress. If it wasn't for my foresightedness in building doors everywhere everyone would be dead now. Great, just great. Also the aforementioned idiot somehow got me injured. My memory is a bit hazy on that, probably from all the horrible sensations that's flooding my brain. Nevertheless I must press forth or there will be no one to feed me before long. Also I have this perverted craving for water...I must be really sick.

Our first order of business will be to locate a pick. A pick will be vital to setting up new farms and restarting glass production. More events as they happen, same journal time, same journal place.

Addendum, according to the omniscient accounting books there are no picks, anywhere. I guess I'll horde all the food then and watch everyone starve.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **nil** on **February 12, 2010, 03:35:47 pm**

Sweet, keep it up--I'm still checking this thread daily even if I don't have the time or creative energy to play a turn.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **sir labreck** on **February 12, 2010, 05:36:50 pm**

Super, no pick? Impressive... Think about skip my save in that case, or we jsut can see how long we can survive with limited water and food supply.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Heron TSG** on **February 12, 2010, 05:40:22 pm**

wait for a pick-bearing migrant?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **nil** on **February 12, 2010, 06:01:26 pm**

If you still have access to the well you might be able to pour some out with buckets and start a small farm... (can you designate down stairs as a pond?)

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **The Architect** on **February 12, 2010, 06:11:31 pm**

We all know there will be a caravan before anyone starves. Just keep the fort free of sieges.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Demonic Spoon** on **February 12, 2010, 11:27:02 pm**

How would the caravan reach us? There's a lot of magma in the way. :(

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **The Architect** on **February 13, 2010, 05:15:07 am**

If you've magma'd the entire map edge there could be problems. I assume the dwarves still know how to construct and how to pump?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Demonic Spoon** on **February 13, 2010, 05:37:56 am**

Yes but they're mostly tantrumming, however:

Chapter 2: The search for a pick. oh wait already used that one, ummm, ah!

Chapter 2: Escape!

As I was chewing on some delicious food and watching the peons around me starve I hit upon a marvelous idea! The remaining dwarves could break open one of the fortifications surrounding the temple of armok (accessed via the stairway in my bedroom) and build a bridge to freedom and escape from this insanity! Quickly I set about ordering it and soon my vision was complete. I dubbed it the Bridge of Last Hope.



However I then hit upon a snag in my problem! Although the dwarves had barely managed to build the bridge they were now to busy tantrumming and going insane to carry me away from this horrid place! And my beetle minions sadly lack the necessary appendages! I am left to shake my fists in impotent rage.

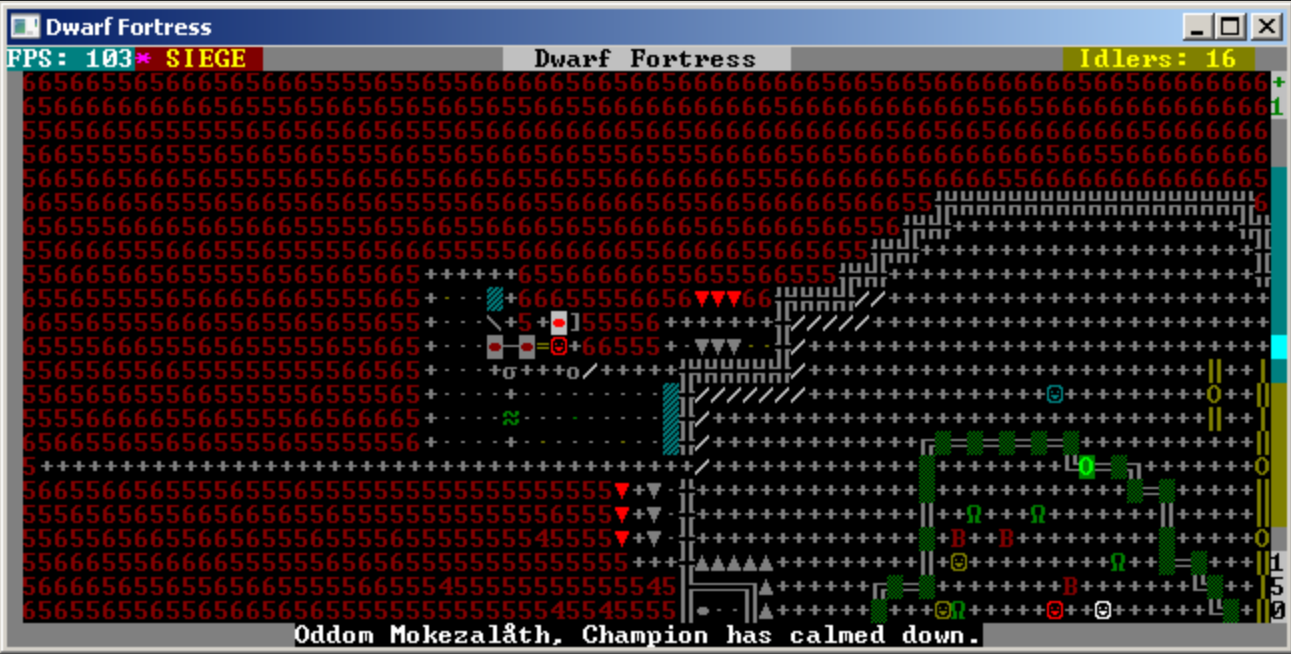
Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Heron TSG** on **February 13, 2010, 10:47:45 am**

at least migrants can cross it now.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Demonic Spoon** on **February 13, 2010, 12:41:15 pm**

Chapter 3: To forge a pick

In the fits of my rage I suddenly had a idea. A ingenious plan to save us all. We would FORGE a pick!
Using the magma of the lake itself to save of from it's doom we would build a forge atop it with our remaining anvil and make a pick!
Quickly the forge was constructed.



Hoping against hope that we might yet survive I was just about to give the order to make a pick when...
Some fool idiot possessed by the foul influences of the place has taken control of the forge and has barricaded himsel in! He demands wood, rough gems, raw glass, all of which we do not have and hold our only anvil hostage. Desparately I considered our options. We had no bags to gather sand, no cloth or thread to make them, no source of thread. Wood could be salvaged from the magmafier system but all the rough gems were blocked from us by the molten blood of the earth! Once agian foiled I had no choice but to wait for events to unfold themselves.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **The Architect** on **February 13, 2010, 03:45:06 pm**

Would it be mean to say that it's your fault for not realizing earlier that there is an anvil?

It's still hilariously unlucky.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Heron TSG** on **February 13, 2010, 08:26:18 pm**

dismantle the workshop and build one that the possessed guy can' reach?

tl;dr - BURN THE HERETIC!

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **The Architect** on **February 13, 2010, 10:18:42 pm**

If the possessee has a room, he/she will go there if the workshop is marked for deconstruction. You can just lock him/her inside.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Demonic Spoon** on **February 13, 2010, 11:44:49 pm**

One problem, I can't mark the forge for deconstruction.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **The Architect** on **February 14, 2010, 12:25:00 am**

If you have the pump parts somewhere, even if you have to deconstruct something else, you can magma-fy it to destroy it. Or trigger a cave-in. Do we have to tell you everything? :P

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Demonic Spoon** on **February 14, 2010, 12:46:54 am**

Yes.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **sir labreck** on **February 14, 2010, 12:52:28 pm**

Quit impressive actually, and really interesting :) Happy that my save serve a purpose :p
Wait for the fool to die, and did you put a lever to close the damned bridge?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Archbaron** on **February 14, 2010, 08:27:42 pm**

Hey, if SG needs some fresh blood, I have all tomorrow to kill and would be more than willing to try and hack at this fortress.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **sir labreck** on **February 14, 2010, 08:43:34 pm**

See it with Demonic, he is actually trying to save the fortress :p

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Archbaron** on **February 14, 2010, 08:46:30 pm**

Okay, I'll wait and see what new developments occur. :)

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **The Architect** on **February 14, 2010, 09:03:03 pm**

Hey Labreck, you should change "chose" in your signature to "choose" in both places.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Akhier the Dragon hearted** on **February 15, 2010, 01:41:24 am**

When is the next spot open? I might be able to have a go at it. Also if you have infinity water you just have to pump it up and out over the magma making the field of burning death into the worlds largest obsidian farm.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Lord Shonus** on **February 15, 2010, 02:52:18 am**

There's no schedule any more. Just grab it as soon as spoon posts a save.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Akhier the Dragon hearted** on **February 15, 2010, 03:55:27 am**

Will do, if I see the save and have time I will grab it after posting so no one ninjas it away from me.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Demonic Spoon** on **February 15, 2010, 05:57:53 am**

I'll be done with the save in a sec, been slacking because I was a bit tired.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Demonic Spoon** on **February 15, 2010, 10:00:02 am**

Save: <http://dffd.wimbli.com/file.php?id=1863>

Map: <http://mkv25.net/dfma/poi-21503>

Chapter 4: Rebuilding

After the crazy one was evicted from the forge and our hope of survival forged, I began making rapid streams of orders telepathically and via my beetle minions. Soon new farms were set up, our brethren in the bedroom district were reunited with us, new coffins were placed and bodies were buried, the old stockpiles and the workshop district were mined to and could once again be used and I just generally made stuff better. I even rescued that damned Kuzzles after he kept insistingly sending me telepathic messages via my bet fluffy wambler demanding to be rescued. After a few months of leadership I decided I could rest and recuperate safe in the knowledge that I had saved the fortress.

P.S. Pmed Akhier

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Akhier the Dragon hearted** on **February 15, 2010, 01:52:06 pm**

Got the save! I will be playing it a little later this afternoon cause collage say I have a class now in HTML.
Edit: I found where the water is, my question is if it is an infinite supply where the 3 wells are or is it limited?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Lord Shonus** on **February 15, 2010, 05:57:21 pm**

There a small aquifer.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Akhier the Dragon hearted** on **February 15, 2010, 06:38:00 pm**

Okay, sounds like I might have a workable plan to use!

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Akhier the Dragon hearted** on **February 15, 2010, 10:22:41 pm**

blah, just spent a long run of playing it so here (http://dff.d.wimbli.com/file.php?id=1865) it is. I am the only miner now. There is currently minor water flooding of a couple upper levels but an area of magma has been turned to obsidian so there is a nice place to mine for it. Overall I just rebuilt the pump system some so that I could pump water up to the surface though what I did can be undone with some work and the basic power system can be restored if we ever get more wood.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Demonic Spoon** on **February 15, 2010, 11:23:46 pm**

...what did you do?! Defiler of the the temple of armok!

Though on the up side my wounds aren't red anymore, just yellow now.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **sir labreck** on **February 15, 2010, 11:34:27 pm**

Great, thing are back to normal, mind if I find a new way to stupidly destroy the fortress, geh? Just joking ^^ We just need to run until the update (hopefully before March and the reading week(? (Semaine de Lecture)).

Note down Architect, will do it when I'll be less lazy...

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **nil** on **February 16, 2010, 12:57:00 am**

Finally, this fort is starting to look like a proper Sparkgear!

- things I like about this fortress:
- The tanner who stubbornly clings to civilian life, despite being a proficient marksdwarf with 11 notable kills. I say 'stubbornly' because although I personally have put her into the military twice, she is now a legendary tanner with the title of "Civilian." Her husband and all but two of her children are dead; one of the exceptions was babysnatched, the other is mayor.
 - The green glass windows that have been put up to protect the doors that separate the parts of the old fortress that are flooded with magma from the areas still inhabited.
 - The population: 24 happy, well-fed dwarfs living in the ruins of a fortress that housed three times that number. Three antediluvian rulers survive.
 - The huge slab of warm magma on the surface.
 - Small, winding tunnels connecting formerly separated parts of the fortress, bypassing corridors flooded with magma.

One thing I **don't** like is how it claims to be under siege even though there are no hostiles in the unit screen. What's up with that?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Akhier the Dragon hearted** on **February 16, 2010, 01:52:36 am**

No clue what so ever. Also the lever I built is connected to the gear assembly right next to it, I forgot to "N"ote it.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **The Architect** on **February 16, 2010, 04:43:05 am**

Quote from: The Architect on February 14, 2010, 09:03:03 pm
Hey Labreck, you should change "chose" in your signature to "choose" in both places.

Woot! It's slightly functional, everything is back to normal! Who is the next person to somehow manage to send it all to hell by omitting every single safety measure and neglecting all of the basic necessities of fortress life!? Someone? Anyone? Let's go!

Reading that, it looks way too negative. So I'll just assure you that it's all in good fun, and you (the individual reader) can choose to believe that or not, knowing that I cared enough to include this disclaimer but am unlikely to respond to anyone who fails to see the lighthearted humor.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Demonic Spoon** on **February 16, 2010, 09:06:07 am**

Quote from: nil on February 16, 2010, 12:57:00 am
Finally, this fort is starting to look like a proper Sparkgear!

things I like about this fortress:

- The tanner who stubbornly clings to civilian life, despite being a proficient marksdwarf with 11 notable kills. I say 'stubbornly' because although I personally have put her into the military twice, she is now a legendary tanner with the title of "Civilian." Her husband and all but two of her children are dead; one of the exceptions was babysnatched, the other is mayor.
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- Small, winding tunnels connecting formerly separated parts of the fortress, bypassing corridors flooded with magma.

One thing I **don't** like is how it claims to be under siege even though there are no hostiles in the unit screen. What's up with that?

Glad you like it. :) Yeah and that siege bug is weird and annoying.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **sir labreck** on **February 16, 2010, 12:30:42 pm**

I can have an hand to undo everything do so far :) (weir syntax, I know) My reincarnation is better to have live this far ^^

New project, build a sky fortress with pillar to the surface of the magma, pumping system to get water in the new fortress, farm, new militia and a magma room to make forge ^^ The chance of succeeding are so tin that I don't think we will achieve that :p

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Demonic Spoon** on **February 16, 2010, 01:23:51 pm**

Quote from: sir labreck on February 16, 2010, 12:30:42 pm
I can have an hand in undoing everything done so far. :) (weird syntax, I know) My reincarnation better still be alive. ^^

New project, build a sky fortress with a pillar to the surface of the magma, pumping system to get water in the new fortress, farm, new militia and a magma room to make forge
^^ The chances of succeeding are so thin that I don't think we will achieve that. :p

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Akhier the Dragon hearted** on **February 16, 2010, 01:50:31 pm**

We have the water pumping ability already from my turn. Also the magma seems to be disappearing.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Mephansteras** on **February 16, 2010, 03:16:47 pm**

Quote from: nil on February 16, 2010, 12:57:00 am
One thing I **don't** like is how it claims to be under siege even though there are no hostiles in the unit screen. What's up with that?

Are you sure there isn't a Sand Raider siege going on? They're hidden until you discover them. Although they make a b-line for the entrance like every other siege, so if it has been that way for a while (and there is a way in) it's probably not them.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Akhier the Dragon hearted** on **February 16, 2010, 03:46:47 pm**

Well technically I don't think that they can get to our entrance right now though I am not 100% on that.

Edit: Or its a glitch seeing as I used a little companion style cheater to find out if there was anything.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Demonic Spoon** on **February 17, 2010, 01:23:37 pm**

C'mon, someone take a turn already. :-\

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **derekiv** on **February 17, 2010, 02:16:37 pm**

I'll grab the save for a few hours.

Edit: Found invisible units, will attempt to destroy with magma and cave-ins.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Akhier the Dragon hearted** on **February 17, 2010, 11:48:56 pm**

What where they?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **nil** on **February 17, 2010, 11:54:36 pm**

Quote from: Akhier the Dragon hearted on February 17, 2010, 11:48:56 pm
What where they?

please don't be the flying goblin bug please don't be the flying goblin bug

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **The Architect** on **February 18, 2010, 12:03:36 am**

Quote from: nil on February 17, 2010, 11:54:36 pm
Quote from: Akhier the Dragon hearted on February 17, 2010, 11:48:56 pm
What where they?
please don't be the flying goblin bug please don't be the flying goblin bug

I can fix that with an external program, but magma and cave-ins can't. Hopefully we'll get word on whether that's the problem.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **nil** on **February 18, 2010, 12:08:38 am**

Quote from: The Architect on February 18, 2010, 12:03:36 am
I can fix that with an external program, but magma and cave-ins can't. Hopefully we'll get word on whether that's the problem.

Really? I didn't know that could be fixed... As an ardent save-scummer I live in fear of this bug, you gotta tell me how to do it.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **The Architect** on **February 18, 2010, 12:54:41 am**

<http://dwarffortresswiki.net/index.php/Utilities>
Dwarf Companion. I don't remember what the actual tag for a projectile creature is on there, but it's not the one labeled "Flying".

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **nil** on **February 18, 2010, 01:00:51 am**

Quote from: The Architect on February 18, 2010, 12:54:41 am
I don't remember what the actual tag for a projectile creature is on there

Alas, that's what I was looking for; I have tried using companion before but had no luck.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **The Architect** on **February 18, 2010, 01:05:26 am**

It doesn't matter; you just uncheck them one at a time until it drops out of the air. Or you can uncheck them all; it doesn't really matter.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **derekiv** on **February 18, 2010, 07:35:35 am**

I don't know what they are, all I know is that when a dwarf walks through a certain area, they either lay down and crawl past the points or go around.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **The Architect** on **February 18, 2010, 08:28:49 am**

That's... odd.

Can't you use {k} to see what they are?

A floating creature (subject to the broken projectile bug) will be the creature's symbol on a light blue background. Anything like that? There must be something in the tile if dwarves are lying down, right? Does it always display a plain floor tile?

, . ; or somesuch?

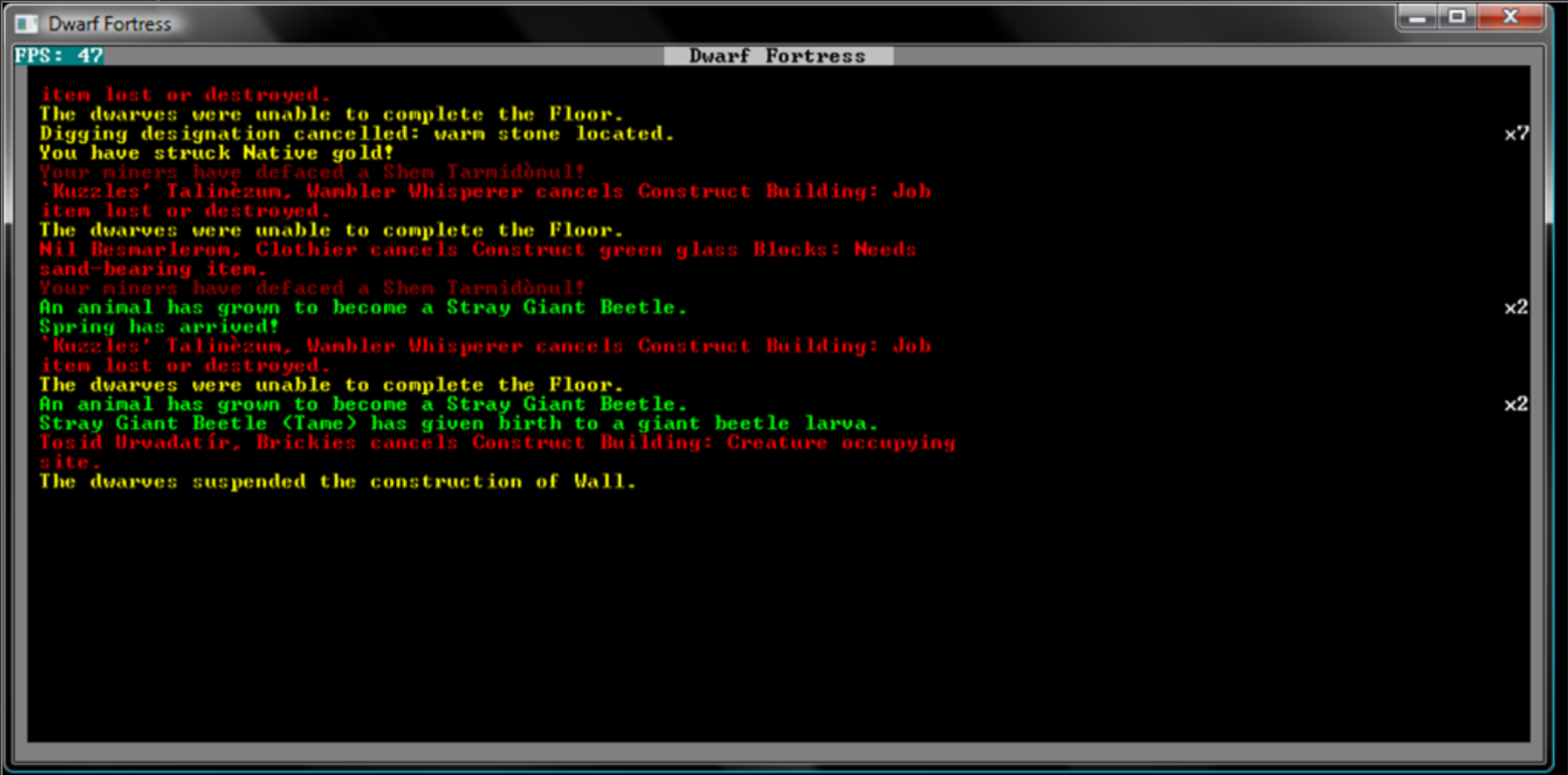
Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **derekiv** on **February 18, 2010, 10:37:15 am**

Here is a picture of the invisible creature:



Hes next to the pillar in the vomit.

I tried building a wall on it:





I don't how it works. It's just like a ghost is there.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Lord Shonus** on **February 18, 2010, 12:18:34 pm**

Try channeling that square.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **LordSlowpoke** on **February 18, 2010, 12:47:51 pm**

I didn't even read the thread, but considering the epicness of the previous Sparkgears I can say only one thing.
23'th is mine. And for the love of Armok, try and not leave me with smoking ruins and one dwarf. Make it regular ruins, two dwarfs, and some booze.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **sir labreck** on **February 18, 2010, 01:04:44 pm**

We don't take date, we just wait for the release, so take the save when it's upload ;) We don't have ruin, but we have magma flooded map :)

For the invisible creature, could you just ignore it?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **LordSlowpoke** on **February 18, 2010, 01:07:00 pm**

So it's sweet, delicious anarchy then? Fits Sparkgear perfectly, but I'm not sitting here for the next 48 hours waiting for the save.

...or maybe I am. Time to make some coffee.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **derekiv** on **February 18, 2010, 01:59:34 pm**

Progress Update:
Deaths: 3, it two separate magma related instances. No named dwarves, but I believe two were off duty military

Area's Lost to Magma: A portion of the magma viewing gallery.
Area's Taken from Magma: The forges. We know have steel bars again. And a lot of nickel ones.

Redesigning Pump-stack to use less power. It didn't work when I got it.

Death trap in progress. The next person to get the save must defuse it or suffer a magma flood.

Sky fort in progress. Our children shall live in the stars.

Large bridge to plateau is almost finished.

Old burial ground and farm area in the process of being drained and evaporated.

Separating the forges from the main magma flow was difficult. It involved a cave-in and a partial flooding of a storage area. Only a few masterwork pieces of clothing lost.

Masterwork engravings defaced by magma: >100

Cave-In did not kill the ghost.

I'll release the save in ~6 hours. I can't believe how much fun it is to play a Sparkgear.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **The Architect** on **February 18, 2010, 04:50:14 pm**

Let me be the first to congratulate you on your good work. Well done!

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **sir labreck** on **February 18, 2010, 05:14:41 pm**

The atmosphere fit with the SG, but not your good working lol. Anyways, that amazing that the fort is actually surviving my stupid error :)

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoo]**
Post by: **derekiv** on **February 18, 2010, 09:19:23 pm**

Skip me. My computered died

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **meatloaf231** on **February 18, 2010, 11:12:09 pm**

So. What's the order to the chaos here? Who's going next and may I get the next open spot?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Demonic Spoon** on **February 18, 2010, 11:30:59 pm**

JUst go ahead and grab the save and tell us you've started playing, since it seems that lordslowpoke is offline.

Save: <http://dffd.wimbli.com/file.php?id=1865>

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **meatloaf231** on **February 18, 2010, 11:50:37 pm**

Right. I'll do what I can tonight. Let's see if we can't make some sense of this place.

Well. It's surprisingly... under control. Not too much is on fire and there's only that invisible siege. I think I've worked out the layout of the place, but nothing seems overly pressing...

I opened a bit wider of a route to the farms by accident, but hey. Nothing says Sparkgear like absurd, pointless tunnels.

Also, which is the Skytower? Is it the glass tower in the middle or is it the outcropping on the mountain? Should I be working on it?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Lord Shonus** on **February 19, 2010, 01:24:43 am**

Quote from: Demonic Spoon on February 18, 2010, 11:30:59 pm

JUst go ahead and grab the save and tell us you've started playing, since it seems that lordslowpoke is offline.

Save: <http://dffd.wimbli.com/file.php?id=1865>

I heard that.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **meatloaf231** on **February 19, 2010, 01:28:16 am**

I've done a whole pile of nothing so far - spent most of that time figuring out what was what - and I've got to go to sleep. I'm working most of tomorrow, but I might be able to do some things on the weekend. Just take the previous save. Make something ~~horrible~~ wonderful.

Also, I don't think he was referring to you, Shonus. LordSlowpoke is a real person - as far as we know. Could be a robot. Or a witch.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **The Architect** on **February 19, 2010, 02:15:50 am**

Quote from: LordSlowpoke on February 18, 2010, 12:47:51 pm

I didn't even read the thread, but considering the epicness of the previous Sparkgears I can say only one thing.
23'th is mine. And for the love of Armok, try and not leave me with smoking ruins and one dwarf. Make it regular ruins, two dwarfs, and some booze.

Easy mix-up, I suppose.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Lord Shonus** on **February 19, 2010, 03:49:55 am**

sorry, DS. I just drowned my laptop and I'm a little testy.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **LordSlowpoke** on **February 19, 2010, 06:23:28 am**

Okay, I'm back on. I've grabbed the save already, will start playing in a few minutes.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Demonic Spoon** on **February 19, 2010, 07:49:41 am**

Right, and yeah lord shonus I was referring to the actual lordslowpoke, not you.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **LordSlowpoke** on **February 19, 2010, 08:02:45 am**

Armok help me. I barely found where the windmills are, have no idea where are the levers nor to what they're linked, and my dwarfs started digging without picks at all. In the meantime some dwarfs are making a floating bridge, while seven others have no job or a possible way of getting one.
Did I mention that I have no idea what the hell is going on at all?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Demonic Spoon** on **February 19, 2010, 08:18:47 am**

It's not really all that complicated, just pause the game and follow all the hallways and see where they lead and work everything out.

Also: <http://mkv25.net/dfma/poi-21503-theDiningHallImprovedUpgradedAndRevamped>

The points of interest might help you out.

P.S. Also, wait a sec, wait did derek upload a map if he didn't give us a save?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **LordSlowpoke** on **February 19, 2010, 08:56:09 am**

There seems to be a few major problems with the lava furnaces. One of them, which is in multiple amounts, means that they don't have lava. I'll move them further into it.
Also, I'm not even trying to drain lava, my work is focused on making a bridge to the second mountain and making a sky fort.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Demonic Spoon** on **February 19, 2010, 09:03:13 am**

Well I think the previous guy obsidianzied all the magma under the forges so yeah that may be a problem.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **derekiv** on **February 19, 2010, 11:33:51 am**

Sorry about the map. I uploaded the map, was zipping the save, then my computer died.

For fun: See if you can find the death-trap.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Demonic Spoon** on **February 19, 2010, 11:55:37 am**

Ah right. How's it coming lordslowpoke?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **sir labreck** on **February 20, 2010, 01:36:51 am**

Hey, why it's write: Magma flood in progress, Blame the Spoon, it's my fault! I deserve the credit for my dumb error :)

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **LordSlowpoke** on **February 20, 2010, 05:45:16 am**

Well, sorry guys, I'm gonna have to ask you to skip me. Yet, I shall brag in how many ways I got the fortress killed in the past 23 hours:
One death trap,
Two tantrum spirals,
Three lava floods,
Four berserk champions,
Five megabeast strikes,
Six Skytower collapses,
Seven beetlesplosions (why in the love of everything that's insane we have so many giant beetles and larvas, that's beyond me)
And finally,
Eight aquifer floods.
I tried to die in such a perfect way I could do a "on the first day of Christmas..." in here, but ran out of time. All I ask for is somebody names the legendary engraver after me, I'll post the save if you guys really want that.

EDIT: I also managed to make a mechanism involving 12 hanging windmills, fire imp corpses in a cage and huge amounts of other stuff. I don't even remember for what it was, but one of the berserking champions destroyed 11 gear assemblies in a row, the rest is history.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Demonic Spoon** on **February 20, 2010, 06:14:12 am**

Quote from: LordSlowpoke on February 20, 2010, 05:45:16 am
Seven beetlesplosions (why in the love of everything that's insane we have so many giant beetles and larvas, that's beyond me)

I like giant beetles okay. I did butcher some of the excess males though.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **sir labreck** on **February 20, 2010, 02:57:02 pm**

Giant beetles are cool :p

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **ajar** on **February 20, 2010, 03:34:04 pm**

Maybe it's time for Sparkgear X !!! It's over half of february still and the tradition was that there's a new Sparkgear every month!

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **nil** on **February 20, 2010, 04:35:29 pm**

Quote from: ajar on February 20, 2010, 03:34:04 pm
Maybe it's time for Sparkgear X !!! It's over half of february still and the tradition was that there's a new Sparkgear every month!
We were thinking we'd wait 'til the new version

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Orb** on **February 20, 2010, 11:21:13 pm**

I take it theres nobody up next? I could give it a shot, if I dont destroy the fortress first.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Demonic Spoon** on **February 21, 2010, 01:16:09 am**

Sure, go ahead. :)

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Orb** on **February 21, 2010, 01:19:50 am**

Quote from: [Demonic Spoon on February 21, 2010, 01:16:09 am](#)
Sure, go ahead. :)

k, will take a wack at it tomorrow, well actually today...its waaay too late. :-\

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Orb** on **February 21, 2010, 01:12:45 pm**

Holy Crap, 17MB! :o

Being on Dial-up, this is going to take a long time....I might have to download it now for most of the day, play it for a few hours, and upload it overnight. :-\

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Orb** on **February 21, 2010, 02:48:49 pm**

Ok, problem. I downloaded the save from this link, since I believed it was the most recent.

<http://dff.d.wimbli.com/file.php?id=1865>

When trying to extract it, it was apparently damaged. I did a repair on it, and when extracting the repair, apparently the world save file was corrupt....any way to fix this, or am I going to have to download it again? :-\

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **sir labreck** on **February 21, 2010, 05:37:49 pm**

If you have problem I can download it and upload it on Filefront, which will be probably a little faster.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Orb** on **February 21, 2010, 06:00:22 pm**

Quote from: [sir labreck on February 21, 2010, 05:37:49 pm](#)
If you have problem I can download it and upload it on Filefront, which will be probably a little faster.

Sure, just get me the link. :)

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **sir labreck** on **February 21, 2010, 08:17:41 pm**

Gee... See it to late, need to go. Sorry, I hate to be that unreliable.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **sir labreck** on **February 23, 2010, 06:26:37 pm**

Super, no reply for the moment ^^

~~The file is actually uploading.~~ <http://www.filefront.com/15665175/SGIX.zip/>

Also, I want some help. Don't need correction, just commenting on how bad my accent is lol:

<http://www.filefront.com/15664879/Stronghold-Crusader-intro.wmv/>

That a project of mine, probably you have never ear of this game before. What can I do to improve, etc. Thank to anyone who help me on this. Yes I know, or I have a bad accent lol, and I do some error in my syntax or whatever. Will upload on youtube when I'll be able to say if I need modification or not. Will edit to add the link toward the save

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **The Architect** on **February 23, 2010, 06:35:48 pm**

Great game. Lots of fun, especially the Extreme edition. Although the only way to win that is to basically force all of your enemies through flaming pitch. It'll give you enough resources to build 200 troops or so, then send 2000-3000 at you :)

Try to wall them out and they'll tear through you. Just have to get them to stupidly commit suicide on flaming pitch.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Orb** on **February 23, 2010, 07:22:58 pm**

Quote from: [sir labreck on February 23, 2010, 06:26:37 pm](#)
Super, no reply for the moment ^^

Didnt think one was needed. ;)

Also, I tried downloading again today and for some reasons it was taking about twice as long, I was puzzled till I noticed that today my computer wanted to download updates that I cant stop! Woot! :-\

Anyway, while downloading my internet connection got abruptly cut....so yah. I will download the game from your link tomorrow. :)

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **sir labreck** on **February 24, 2010, 12:04:15 am**

Yeah ok, not big deal, just was kind of weird, the topic seem dead for a moment ^^

Happy to find an another fan, the great fun of Stronghold Crusader is from multiplayer :D You can rarely flame troops because human player are actually smart (sometime :p)

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Orb** on **February 24, 2010, 08:04:06 pm**

Ok, im broken. I downloaded it from the link for about 4 hours, and when it got above 90%, the server reset the connection..... :-\

It probably be better off to have someone else do the next turn(if there is a next person...).

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **sir labreck** on **February 25, 2010, 09:21:00 am**

Someone will probably try. Sad for your connection...

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **abculatter_2** on **February 25, 2010, 12:56:06 pm**

Wow, this is still going on?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **sir labreck** on **February 25, 2010, 06:07:49 pm**

If we can say so, yes, the fortress is not dead, nor SG :)

You can take a turn if you want, took the save and play as much as you want lol.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Orb** on **February 25, 2010, 07:00:48 pm**

Decided to try one last time.

It worked.

Got the game running now. Will start writing some pointless stories soon.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Orb** on **February 25, 2010, 08:40:46 pm**

Ok, no story. I just discovered im absolutely lame at it.

Anyway....

17th Galena, 311.

Figured out what two levers did...not pulling any others. Also low on energy, out of wood(to build windmills), so im having my lazy dwarves manually pump. Slaughtered a bunch of beetles, since they were dropping my FPS and they arent usefull at the moment anyway. Took a look at the whole fortress and found it complete spread out...and half in magma. Stopped farm production, way too much food for now.

Also trying to get rid of that invisible monster. Would try channeling, but sadly its on a wall, which has magma right next to it. Going to pump water on it.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Demonic Spoon** on **February 26, 2010, 09:22:11 am**

Quote from: Orb on February 25, 2010, 08:40:46 pm

Slaughtered a bunch of beetles, since they were dropping my FPS and they arent usefull at the moment anyway.

Nooo!! My precious beetle minions! >:(

Good luck, you'll need it.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **sir labreck** on **February 26, 2010, 10:38:43 am**

Better them than us I'll say :D

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Orb** on **February 26, 2010, 08:51:49 pm**

8th Sandstone, 311, Mid-Autumn - **Life Saving Waters!**

Took me a season, but I'm finely making progress. Got the pumps working(by taking out the gears connecting the first pump, and having that manually pumped. Saved like 60 energy. Got two windmills from whatever wood I could find, such as stray horizontal axes). I also got a pump "started" in the dining room, to clear out the passage below. Also slaughtered a couple more bettles, tried to stay in the "male" range.

"Edit" Oops, realised im not going to be able to pump water into the channel.....im thinking if I might be able to pump it "back" into the magma pipe....

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Orb** on **February 27, 2010, 12:03:57 am**

10th Malachite, 312, Mid-Summer - **Conquering the Lava**

{Any ideas why theres a white border under my pictures? :-\}

I did it. :)

The sandy area is now clear(well going to be) of lava. Took some destruction of the fort's aesthetic value(I didnt think it mattered atm, it

can be easaly fixed)), but the lava is cleared out. Got "lava fighter" teams carrying buckets of water to a hole in the dining room leading to the lava below. Two dwarves died in the endeavor, one because of my foolishness with pumps, and the other mining into pressurized lava(he was a peasont anyway, someone had to do it...).

From this point it should be easy to get rid of the lower lvs of lava.....atleast I hope. Since ive reached a good place to stop, any one want to take a turn? If no one feels like it, I will continue working on the lava problem.

Note: I did actually mine out the wall the "creature" was standing on. Theres still a siege, so I dont think it worked. Didnt check to see if the creature fell. Any ideas? If it cant be fixed, it would be cool to have an isolated fortress...except for the fact we will have absolutely no wood.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Chaoseed** on **February 27, 2010, 12:18:18 am**

Quote from: Orb on February 27, 2010, 12:03:57 am
{Any ideas why theres a white border under my pictures? :-\}

The white bit is part of the picture; the forum is displaying the picture correctly. Whatever program and procedure you used to take a screenshot, it included a white bit at the bottom.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **sir labreck** on **February 27, 2010, 12:34:14 am**

Impossible, you are actually surviving, give me that save so I can put an end to this ^^

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **ajar** on **February 27, 2010, 11:20:28 am**



Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Demonic Spoon** on **February 27, 2010, 11:27:03 am**

:o Awesome picture! :D

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Heron TSG** on **February 27, 2010, 11:37:37 am**

Nice drawing of a hellhole! :P

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Demonic Spoon** on **February 27, 2010, 11:41:20 am**

You should totally take a turn barbarossa! :D

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **nil** on **February 27, 2010, 11:45:41 am**

That's a fantastic picture, needs to go in the op

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Heron TSG** on **February 27, 2010, 11:47:17 am**

@DS - I probably will next saturday. too busy this weekend and Spring Sports start this week.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **sir labreck** on **February 27, 2010, 01:26:06 pm**

Great picture ^^

So who take a turn lol?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Demonic Spoon** on **February 27, 2010, 01:43:04 pm**

We're still waiting for orb's save?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Orb** on **February 27, 2010, 04:01:59 pm**

Quote from: Demonic Spoon on February 27, 2010, 01:43:04 pm

We're still waiting for orb's save?

Yes we are. I have a pending "download" save for the tower game, and got a pending "upload" save for this.....=/

I will download tower first, so I can play it while uploading this. :)

For now, I will just upload the map so you guys can ponder over my inefficiant pumping system.

"Edit" On second thought, I have to be somewhere today. I will upload the map, however. Will get the save stuff cleaned out tomorrow.

Here it is :

<http://mkv25.net/dfma/map-8154-arche-sgix>

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Demonic Spoon** on **February 28, 2010, 12:51:53 am**

My...my pretty temple. :'(

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Orb** on **February 28, 2010, 04:34:34 pm**

=/

I seem to be having some difficulty uploading the file.

I checked my connection, and it was uploading something, so I let it for a few hours. After it stopped, I checked the progress, and it was still zero. Wouldnt let me submit it or anything. Also, I have it formatted in a .rar format if that influences it.

Is there a way to fix this, or should I just upload it on a differant site?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **nil** on **February 28, 2010, 04:58:12 pm**

RAR shouldn't be a problem. I don't suppose you have a non-terrible browser to try using? I use Chrome myself, never have problems.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Orb** on **February 28, 2010, 05:13:32 pm**

Quote from: nil on February 28, 2010, 04:58:12 pm

RAR shouldn't be a problem. I don't suppose you have a non-terrible browser to try using? I use Chrome myself, never have problems.

I have a spare Firefox and Opera whenever I need it. Its just that both are very glitchy for me. =/

Anyways, guess I will try it on firefox and hope I dont waste three hours. "Fingers Crossed".

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **QuakeIV** on **February 28, 2010, 06:31:10 pm**

I cant believe that was fixable.

Though my flood was drastically worse ;D

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Orb** on **February 28, 2010, 07:21:34 pm**

It worked! :D

Here's the save.

<http://dffd.wimbli.com/file.php?id=1897>

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **KenboCalrissian** on **February 28, 2010, 11:14:31 pm**

Egads, my dwarf 'Kuzzles' is still alive! I really want to take a turn, but my schedule's been terrible lately. Looks like an amazing challenge... if I have some time in the next few days, I think I might snag a turn.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Demonic Spoon** on **February 28, 2010, 11:27:19 pm**

You can thank me for that, I saved him when the fortress was flooded with magma.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Orb** on **March 01, 2010, 08:52:48 pm**

Anyone going? You were all wanting to play, so I rushed the upload....and now theres silence. =/

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **sir labreck** on **March 02, 2010, 03:42:00 am**

Great, we, Toady develop slowly :p

This fortress start to be great :)

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **QuakeIV** on **March 02, 2010, 02:52:04 pm**

How intact is the magma system?

I might try something awesome, and alot more original then flooding the map with it.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **nil** on **March 02, 2010, 03:07:09 pm**

I think a few parts were cannibalized to run the water pumps, but it looks like it wouldn't be too difficult to fix.

DOOOOO ITTT

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **QuakeIV** on **March 02, 2010, 03:59:03 pm**

Id like to reserve tuesday then.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Orb** on **March 02, 2010, 04:17:34 pm**

Quote from: QuakeIV on March 02, 2010, 02:52:04 pm

How intact is the magma system?
I might try something awesome, and alot more original then flooding the map with it.

I canibalized some of it to pump magma "out" of the fortress. To tell the truth, I think you should try getting most of the magma out of the fortress before doing your project, as it might just destroy the fortress out right.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **nil** on **March 02, 2010, 04:51:03 pm**

Quote from: QuakeIV on March 02, 2010, 03:59:03 pm

Id like to reserve tuesday then.

go crazy man, we've gotten pretty informal here

if you keep an eye on the thread to see if anyone else is waiting I doubt it'd be a problem to take a couple extra days even

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **QuakeIV** on **March 02, 2010, 05:11:17 pm**

Ah, so plenty of time to fashion the molds.

We have plentiful water right?

EDIT: Make that thrusday.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Orb** on **March 02, 2010, 07:18:55 pm**

Quote from: QuakeIV on March 02, 2010, 05:11:17 pm

Ah, so plenty of time to fashion the molds.
We have plentiful water right?
EDIT: Make that thrusday.

We have a small aquifer(which was probably found with a reveal program...). There is a pumping system that "can" pump the water right to the surface, where it can turn magma into obsidian. Mine out the obsidian, let the magma in, pour out the water, rinse and repeat, atleast till the magma lake runes dry.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **sir labreck** on **March 03, 2010, 06:45:25 pm**

The aquifer was add by an extern software because the map wasn't getting any water. The magma is a pipe, so it would regenerate in an infinite fashion :p So we actually just create matter :p

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **QuakeIV** on **March 03, 2010, 07:52:06 pm**

Awesome.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Heron TSG** on **March 03, 2010, 09:22:57 pm**

Unfortunately I forgot about Science Olympiad this weekend, so I may have to wait a wee bit longer.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Lord Shonus** on **March 04, 2010, 11:32:05 am**

What events are you doing? I did that all through high school.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Heron TSG** on **March 04, 2010, 09:10:49 pm**

This year, Ornithology and other quiz-based things.

Unfortunately they didn't have the Electric Vehicle event again, which my brother and I kicked face in. All them other teams used kits, but we build ours out of copper wire, a couple homemade 12 volt batteries, 4 homemade motors, and a 555 IC chip.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Lord Shonus** on **March 05, 2010, 08:07:00 pm**

Does yours have the trebuchet and Rube-Goldberg events?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Heron TSG** on **March 05, 2010, 10:23:53 pm**

yeah, but we didn't have the time to make a rube-goldberg. We have a pretty sweet water clock though.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Lord Shonus** on **March 06, 2010, 12:49:04 am**

What state you in?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Heron TSG** on **March 06, 2010, 01:09:55 am**

Washington, as usual.

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **Demonic Spoon** on **March 06, 2010, 01:10:16 am**

Anyone going to play?

Title: **Re: Sparkgear IX - Revenge of Sparkgear [Magma flood in progress. Blame the Spoon]**
Post by: **QuakeIV** on **March 06, 2010, 04:53:26 pm**

Dangit, sorry guys, i *completely* forgot about this, i had alot of other stuff going on.

I may not get to it soon, but i still have plans.

Bay 12 Games Forum

Dwarf Fortress => DF Community Games & Stories => Topic started by: Heron TSG on March 30, 2010, 10:47:59 am

Title: **SparkGear X-TREME**
Post by: **Heron TSG** on **March 30, 2010, 10:47:59 am**

Well, I've heard tell of a new version arriving soon, and it's time to get this pain train a-chuggin'. Rules will be the same as in previous SparkGears, and they are as follows.

- 24 hour turns! You only have 24 hours to use, and you can play as much as you want in that time frame. Your turn starts at 12:00 noon (GMT) and ends at 12:00 noon the next day.
- No intentional destruction! Magma lakes are nice, but locking everyone in their rooms until they die is mean.
- Try to reduce lag! Try to avoid huge mining projects, as they build up a lot of free stone.
- Don't claim multiple turns in a row! (Unless it's the day of that turn, and nobody has claimed it yet.)
- Turns will open up weekly, and two weeks will be open at a time.
- Signups will start the day after the new version comes out! I will take the first day to set it up. I will leave the second person to start on the region, however, as I am signed up for 'What makes a Story Great?'.

Signups	Arbitrary Score	Notes
Thursday, April 1st - Myself	+0	Setup went okay.
Friday, April 2nd - Demonic Spoon	+2	Good start, although he killed my dwarf.
Saturday, April 3rd - Skaltum	N/A	Didn't show up.
Sunday, April 4th - gamegreen33	-1	Neutral year, made friends with the elves.
Monday, April 5th - Samoorai	+2	Started a swanky new project and beat up a beast.
Tuesday, April 6th- Graebear	+3	Bonus points for working on a huge megaproject. Good year, not many deaths.
Wednesday, April 7th- Azulth	N/A	No show.
Thursday, April 8th- nil		
Friday, April 9th- alway		
Saturday, April 10th- Burnt Pies		
Sunday, April 11th- db48x		
Monday, April 12th- 64-bit		
Tuesday, April 13th- Chaoseed		
Wednesday, April 14th- Xieg		
Thursday, April 15th- Huggz		
Friday, April 16th- Samoorai		
Saturday, April 17th- LordSlowpoke		
Sunday, April 18th- ME		
Monday, April 19th- Lord Shonus		
Tuesday, April 20th- noobs4uce		
Wednesday, April 21st- Skaltum		
Thursday, April 22nd - Demonic Spoon		
Friday, April 23rd - db48x		
Saturday, April 24th -		
Sunday, April 25th - Chaoseed		
Monday, April 26th - RebelZhouYuWu		
Tuesday, April 27th - n00bs4uce		
Wednesday, April 28th - db48x		
Thursday, April 29th -		
Friday, April 30th - Urist Imiknorris		

When your turn is over, simply upload the save to the DFFD. Maps uploaded to the DFMA are nice too. Let the battle begin!

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **March 30, 2010, 10:56:34 am**

Dibs on first turn. You think it'll be out on April the first though?

Title: **Re: SparkGear X-TREME**
Post by: **skaltum** on **March 30, 2010, 11:30:14 am**

IN!!!!

ASAP! :D :D :D :D :D

ahhhh the band of brothers are finally reunited

Barb the destroyer, Wlad Spoon the impaler and Skal the destructor

Title: **Re: SparkGear X-TREME**
Post by: **gamegreen33** on **March 30, 2010, 01:40:23 pm**

I'll take a turn, if no one minds.

Title: **Re: SparkGear X-TREME**
Post by: **Azulth** on **March 30, 2010, 01:43:50 pm**

I'm in it like a weiner in a hot dog.

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **March 30, 2010, 03:00:28 pm**

Bonus points for awesome simile! :D

Title: **Re: SparkGear X-TREME**
Post by: **nil** on **March 30, 2010, 03:04:22 pm**

I'm in. Any weekday is fine.

(damn you for beating me to this, Barbarossa!)

Title: **Re: SparkGear X-TREME**
Post by: **alway** on **March 30, 2010, 03:35:05 pm**

I would like Friday, either this or next (the one which begins noon GMT friday and ends noon GMT saturday). Or 2 weeks later if both of those are taken.

Title: **Re: SparkGear X-TREME**
Post by: **Chaoseed** on **March 30, 2010, 05:44:03 pm**

Awesome! I'd like to sign up for

Quote from: Barbarossa the Seal God on March 30, 2010, 10:47:59 am

- Signups will start the day after the new version comes out!

...errr...right. Okay, I'll be patient. ;)

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **March 30, 2010, 06:18:26 pm**

It's good to see you guys out in force once more. Remember that you have to specify a day when you sign up, or else you get the next available one.

Hopefully we can keep an up-to-date DFMA page so that the world may once again see the madness that is SparkGear.

Title: **Re: SparkGear X-TREME**
Post by: **Graebeard** on **March 30, 2010, 08:44:19 pm**

I'm in. First time on a community game. After reading through SparkGear 3 I'm looking forward to it. I'd love to hit up a Tuesday if possible. April 6 would be sweet if it's available.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **March 31, 2010, 04:14:05 am**

I'll take monday the 5th if that's cool

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **March 31, 2010, 09:44:02 am**

Quote from: Barbarossa the Seal God on March 30, 2010, 10:47:59 am

- Signups will start the day after the new version comes out!

Because otherwise people might accidentally claim a day where there is no new version or the first day there is, which I need for setup.

Title: **Re: SparkGear X-TREME**
Post by: **rickvoid** on **March 31, 2010, 02:02:48 pm**

Oh god it's back.

Watching.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **March 31, 2010, 05:37:04 pm**

And better than ever.

Title: **Re: SparkGear X-TREME**
Post by: **Darkness3313** on **March 31, 2010, 10:19:59 pm**

Quote from: Barbarossa the Seal God on March 30, 2010, 06:18:26 pm

It's good to see you guys out in force once more. Remember that you have to specify a day when you sign up, or else you get the next available one.

Hopefully we can keep an up-to-date DFMA page so that the world may once again see the madness that is SparkGear.

I don't know about playing but I could see what I can do about running a DFMA page for you guys.

Title: **Re: SparkGear X-TREME**
Post by: **Urist Imiknorris** on **April 01, 2010, 09:30:49 am**

Can you tell me when the 30th opens up, so I can call dibs?

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 01, 2010, 09:48:17 am**

Well, the new version was right on schedule! This means that all you early claimers actually get what you wanted! yay!

Picking a location now, will have the save up shortly.

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 01, 2010, 01:20:18 pm**

Demonic Spoon, Eager Beaver, mandates the construction of 1 Sparkgear turn.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 01, 2010, 03:30:50 pm**

http://dffd.wimbli.com/file.php?id=1956 (http://dffd.wimbli.com/file.php?id=1956)

There's the save for the embark. I can't play yet, due to my participation in another gimmicky succession game, but skaltum can start his turn early if he wants.

We started on a marsh/mountain area, and I hope there's magma, although you can't search for it anymore.

Title: **Re: SparkGear X-TREME**
Post by: **Burnt Pies** on **April 01, 2010, 03:44:27 pm**

I'd like the saturday 10th slot, if it's still free.

Title: **Re: SparkGear X-TREME**
Post by: **gamegreen33** on **April 01, 2010, 04:27:04 pm**

Thanks for putting me on, and feel free to move me back if need be.

Title: **Re: SparkGear X-TREME**
Post by: **Graebear** on **April 01, 2010, 05:10:45 pm**

Yay, site's back up!

Alright looks like I have a few days to try figuring out how this new military thing works.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 01, 2010, 05:21:58 pm**

Burnt Pies added.

Title: **Re: SparkGear X-TREME**
Post by: **gamegreen33** on **April 01, 2010, 08:40:25 pm**

Do I need to roleplay? Because if I do, my posts are going to be a) very short and b) very, very awful.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 01, 2010, 09:42:18 pm**

No, but it's nice. The stories of our collective madness make for fun times.

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 02, 2010, 12:34:30 am**

Hey! I asked for a turn first! Why does skaltum get to go before me?

Quote from: Demonic Spoon on March 30, 2010, 10:56:34 am

Dibs on first turn. You think it'll be out on April the first though?

Title: **Re: SparkGear X-TREME**
Post by: **Xieg** on **April 02, 2010, 01:29:34 am**

Always wanted to be part of a Sparkgear. They are always so... chaotic. If it remains open, I would be happy with April 8th. Otherwise just shuffle me somewhere towards the back and I'll be just as happy.

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 02, 2010, 01:48:53 am**

I...why?! All our dwarves are peasants. Also, I'm going to assume that it actually is my turn and play the save.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 02, 2010, 01:59:17 am**

Maybe he didn't put you first because your post had an edit? Probably he just forgot in the confusion.

In any case, my turn starts at 2:00am sunday for me ;D Do we have any specific goals? And how much reporting and screenshotting do you want?

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 02, 2010, 07:58:22 am**

...umm, have we started?

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 02, 2010, 08:28:13 am**

I have, currently in the summer of second year. Gah, lots of bugs. There seems to be some sort of problem with dwarves not doing any jobs when they get near channeled out ground or constructed floors. Can't weave thread into cloth, but I think I worked that one out, I think it is because of new hospital feature. Not to mention how dwarves don't seem to get stats anymore.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 02, 2010, 08:53:50 am**

I must've forgotten it. Shuffling eveyone who didn't claim an exact date downward.

Also, that could easily be attributed to the fact that only one of the dwarves has skills, and very few of them, to help him be a good squad leader for the military.

EDIT: Don't deconstruct workshops or the fortress shall be sucked into the void!

Title: **Re: SparkGear X-TREME**
Post by: **Chaseed** on **April 02, 2010, 10:42:01 am**

Could I sign up for, eh, the 13th? The 13th sounds good to me. I can be flexible, though. :D

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 02, 2010, 11:50:13 am**

Chaseed added.

@DS- tell us when ye got magma, alright?

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 02, 2010, 11:52:55 am**

Mm? I'm not going near the magma. I'll leave that to you guys, I've gone a good part of the way though.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 02, 2010, 12:14:29 pm**

Um, Barb? I called monday the 5th and you shuffled me onto wednesday.

Deconstructing workshops is bugged too?

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 02, 2010, 01:10:42 pm**

I'm not having any problems with workshops? Execpt the craftsdwarf one that keeps wanting me to use 'unkown materials' to make stuff. Will soon upload my turn.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 02, 2010, 01:28:33 pm**

There we go. I hope everyone's happy with what they got, because not having exact dates for most people makes things hard to manage.

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 02, 2010, 02:38:08 pm**

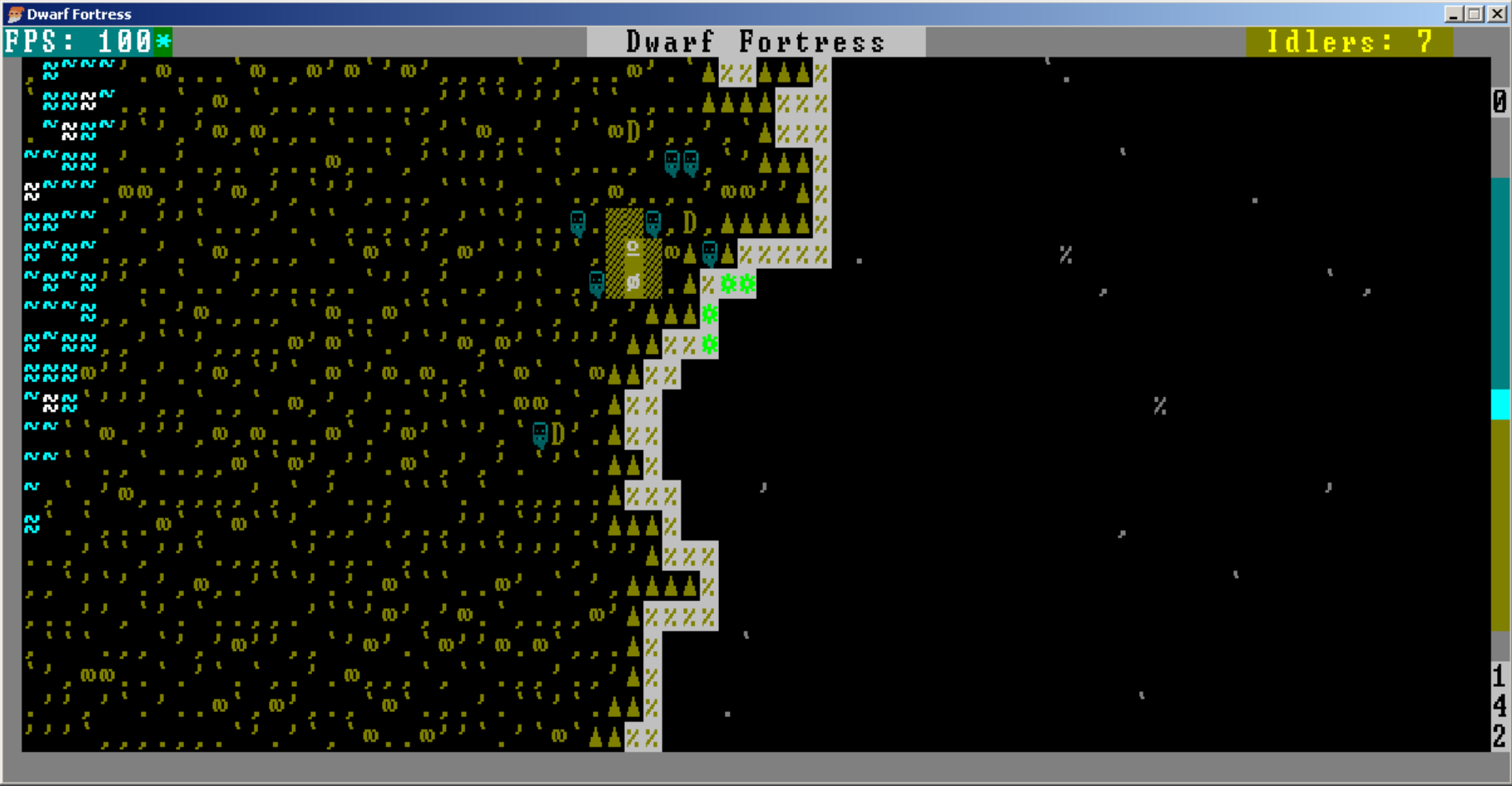
Map before (<http://mkv25.net/dfma/map-8345-sparkgearthedevourerofbirds>)

Map after (<http://mkv25.net/dfma/map-8346-sparkgearthedevourerofbirds>)

Save (<http://dff.d.wimbli.com/file.php?id=1967>)

Sparkgear 10: The founding

We seven have arrived at this place. Here we shall build the greatest of fortresses, Sparkgear Devourer of Birds! Let us quickly build lodgings ere the giant jaguars and giant eagles get hungry. Strike the Earth!



Bah, once again it is up to the members of the great Demonic Spoon Clan to lay down the foundations of the great fortresses. If it weren't for us there would be many more dead dwarves in the annals of history, or less depending on how you look at it.

Quickly I took command and grabbed our only pick to being carving out the future mountainhome of The Crimson Boot of Spells. I ordered the rest to start clearcutting the local forest and gather up the local vegetation for food. They obeyed my order, though they were reluctant and threw many fearful glances at a giant eagle that was soaring nearby.

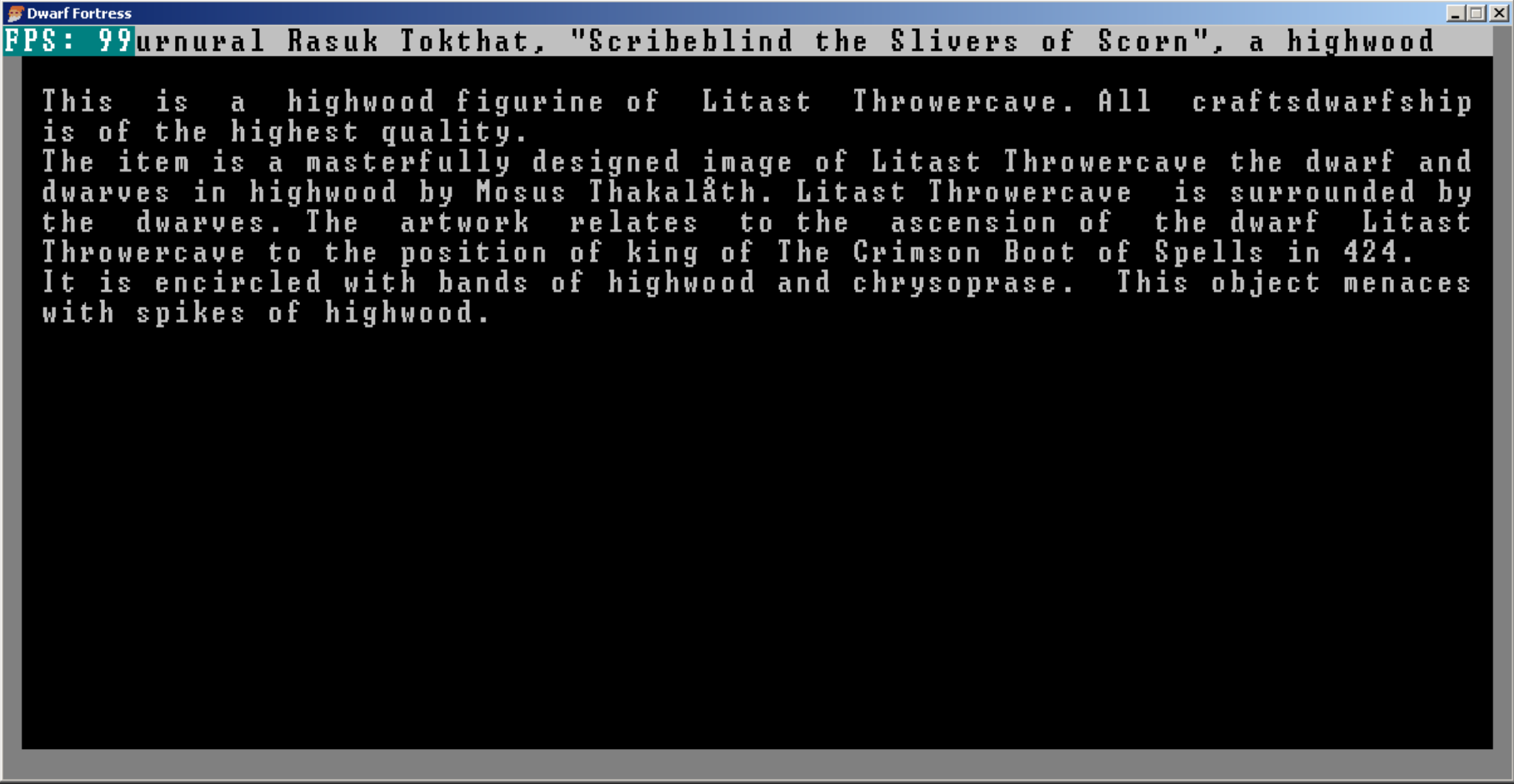
One good thing about this savage place is that one of the most valuable of aboveground plants can be found here. Whip vines. Our

gatherers found them in great quantities and they shall be a boon to our food stocks. I have also ordered some workshops set up outside the entrance until proper workshops spaces can be dug out. I ordered one of the dwarves to start cranking out mechanisms and another hatches and doors. I have started digging out the farm spaces and will dig a tunnel to the nearby murky pools for irrigation of the farm plots.

Summer already, time is just flying by. Progress is slow but steady. Also we received migrants, Things were tight there for a while with our food stocks since our farms had not been entirely completed yet but we managed with a bit of vermin hunting while we waited for the plump helmets to grow.

What!?! One of the migrants, a woodcrafter named Mosus seems to have gone a bit crazy! He ran into our craftdwarfs workshop and refused to come out. He kept throwing out sketches of various items. We decided to humour him and procure these items, perhaps he will make something worthwhile.

He has completed his great work, Scribbleblind the Slivers of Scorn, a highwood figurine of one of our past kings! This will indeed please the crown and bring their favour to our fortress. Armok smiles upon our fortress.



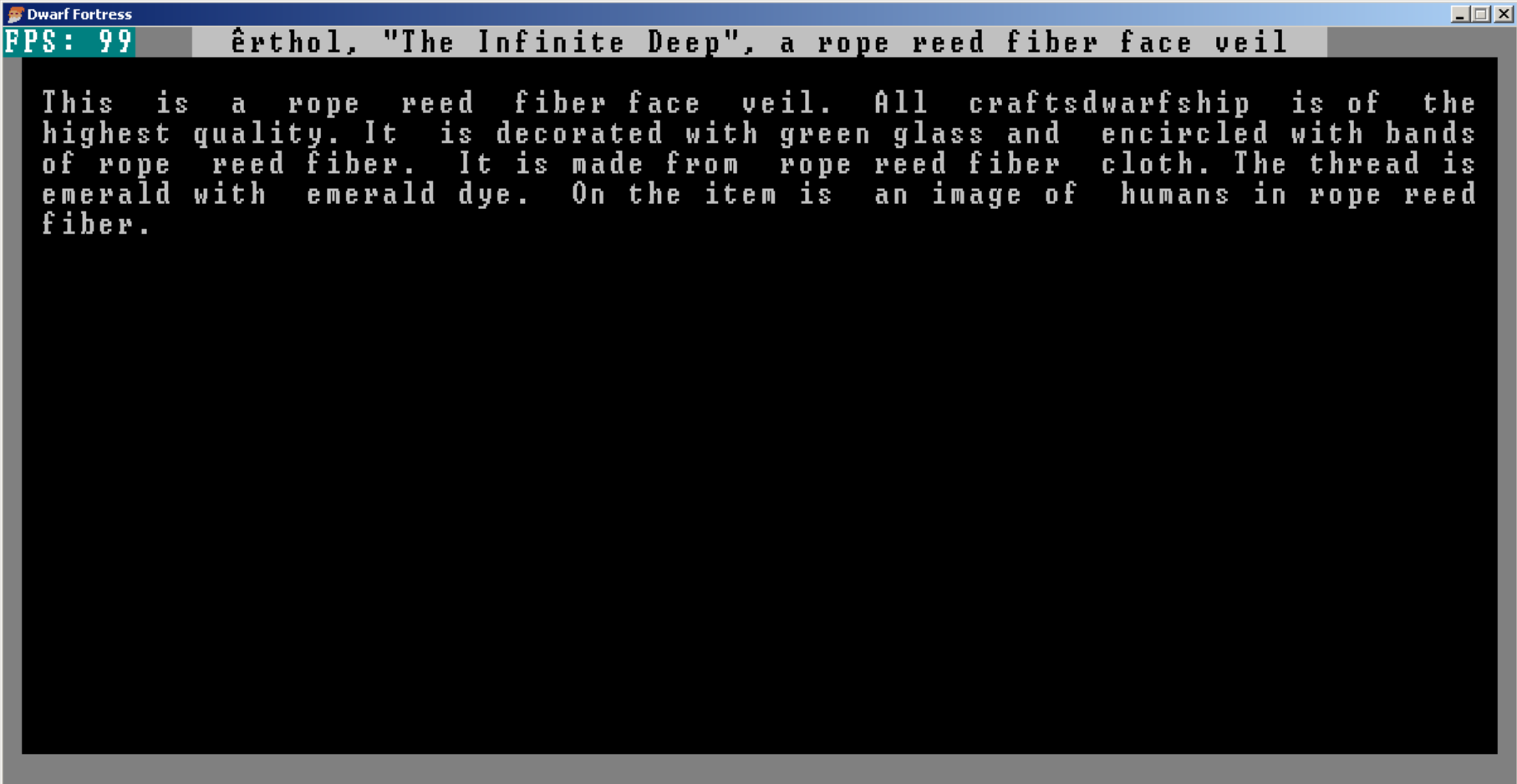
I am a bit ashamed to admit I have lost track of time a bit. The fortress has begun in proper and things are going well. I and one of the migrants who is a miner have started mining out a great staircase, that shall reach to the heavens and pierce the very earth itself. It shall be glorious.



What?! We have discovered some sort of large underground cavern system! This will complicate our plans somewhat. It seems that there is underground plantlife here and a large lake, so at least something good came out of this. The underground plants will spread there spores around, allowing us to set up elaborate underground tree farms and we can make a well over the lake for medical needs.

Spring, and the elves came. And with such wonders! Grizzly bears and giant eagles, wolves and deer! I decided to liberate these poor creatures from the vile elves, and some other stuff besides. We couldn't afford to trade anyway. I shall set up some kennels for these animals for breeding purposes. Also on the subject of animals, we now have a large number of cows, excellent for milking and cheesmaking.

Mmm, another one? Oh well, let's see what he makes.

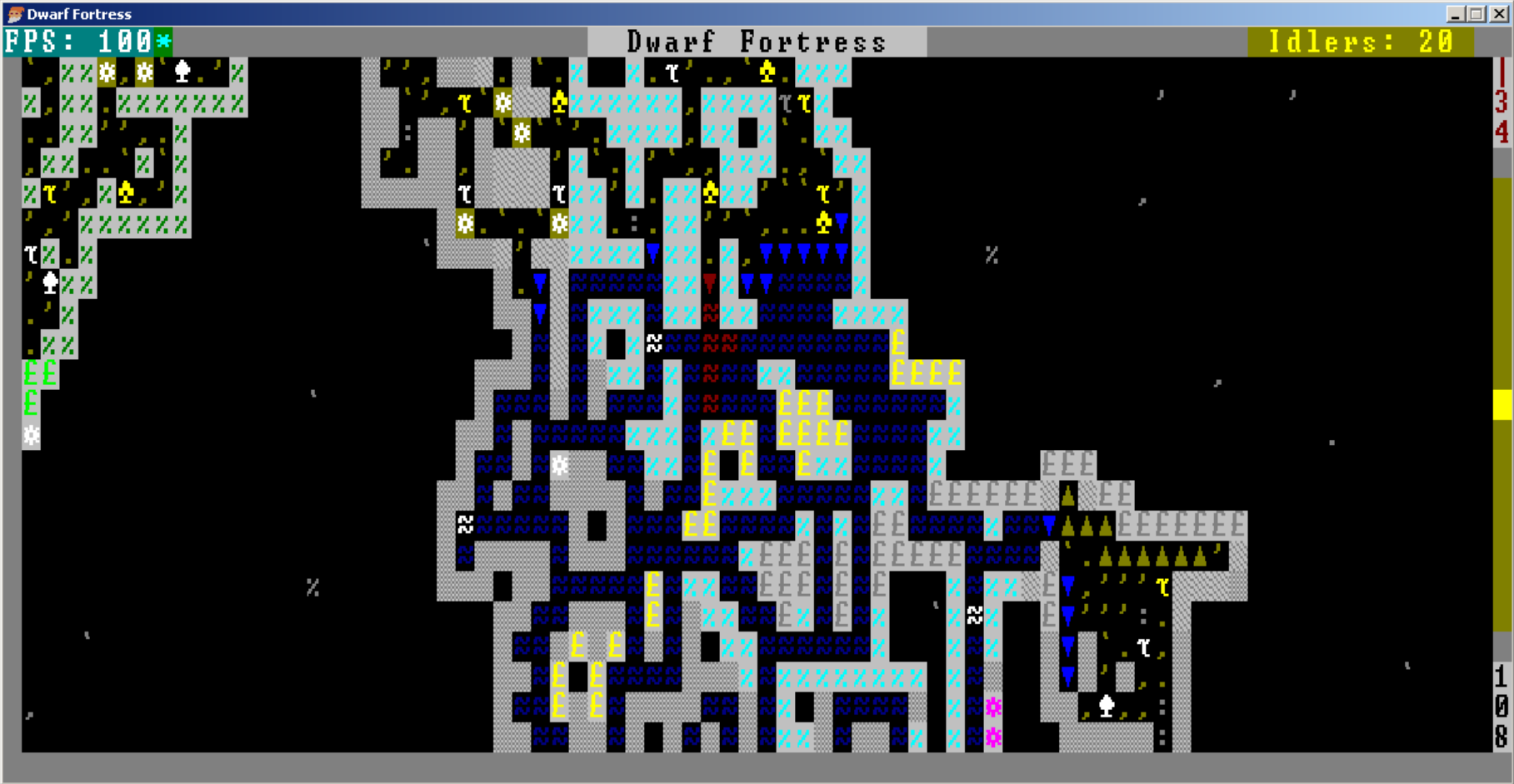


Not the most impressive of artifacts but at least we got a legendary clothier out of the bargain.

I have ordered a hospital dug out and our irrigation system expanded. We shall feed it form the brook as the rain does not fill up the murky pools fast enough.

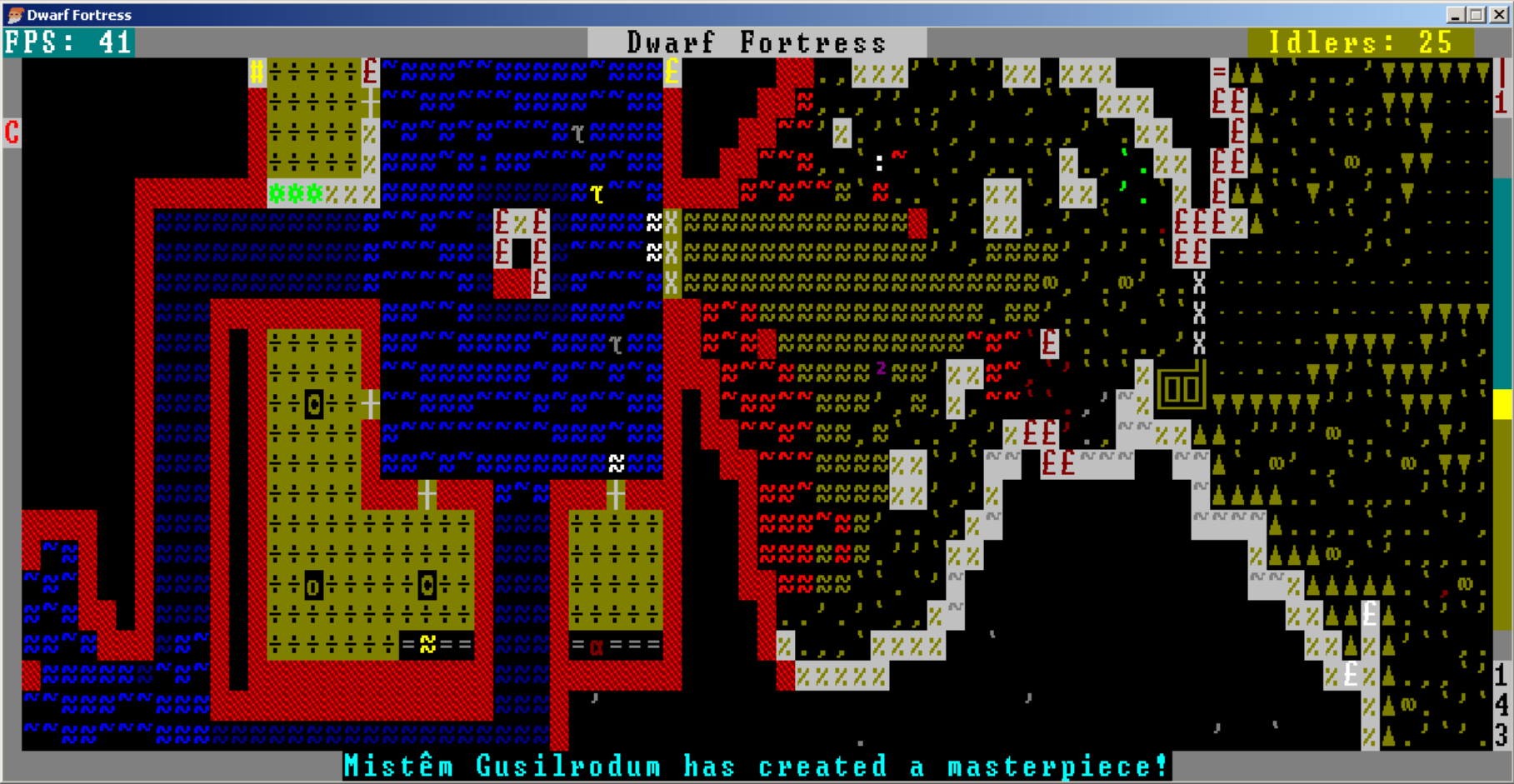
There were some close moments with a giant jaguar during the construction of the irrigation system but no casualties. Also, our migrant miner friend has just proven his stupidity to me. He was ordered to dig a shaft to the underground lake for well. He did this, he however, channeled out the ground beneath his very own feet to complete the shaft and fell around 5 to 6 urists to the bottom of the lake, seriously injuring his liver and one of his floating ribs. Fortunately we were able to rescue him before any nasty beasts showed up and he is currently bedridden in the hospital he helped dig out. Idiot.

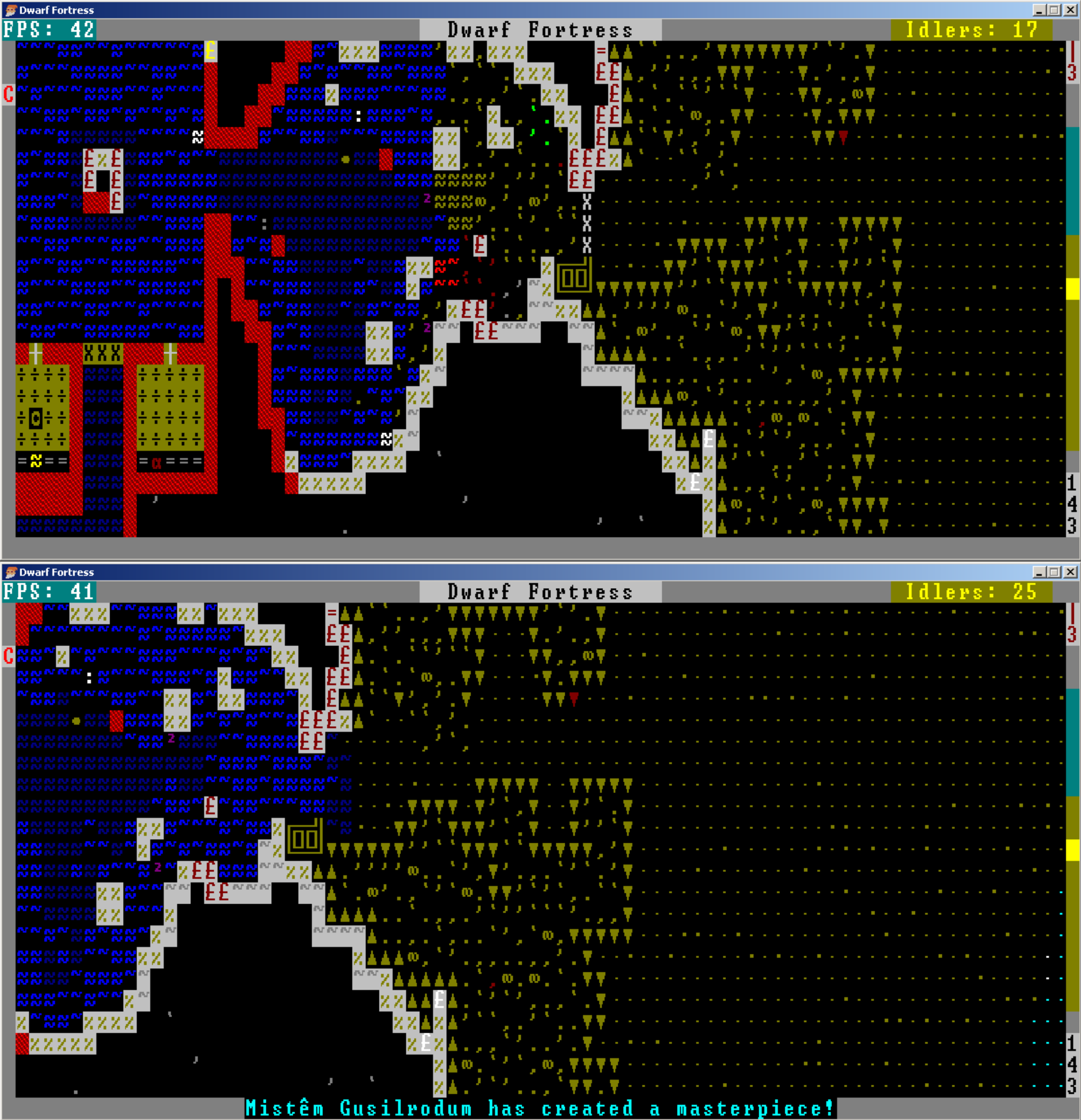
The bloodstains from his wounds after he fell into the lake:



The new irrigation system is complete and currently in it's first test run. After reviewing the blueprints I noticed that it might also serve as a fortress defense system and ordered a secondary tunnel that bypassed the farms dug out so that the entrance could be flooded without flooding the farms.

The secondary tunnel is not yet dug in these images.





Hah! They think they don't need me anymore now that I have completed the basics of the fortress. The fools! They will pay for this outrage, but not now. I must bide my time for at the moment as I can do little to exact my revenge against them for disposing me. But I shall have my revenge, even if it takes the rest of my life and kills every dwarf in this place.

Summary:

We have:

- A dining room
- Bedrooms, but not enough
- We are set on the food side of things for now but you might want to start growing some food. Currently all plots are fallow for all seasons.
- We have a complex irrigation system. I clearly labelled the levers and what they do. The levers are located on the bedroom level.
- A hospital.

We need:

- More bedrooms.
- Military.
- Magma.(There is always magma near the bottom of the map in the new version)
- Trading goods.
- A forge for our fey metalcrafter.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 02, 2010, 02:46:07 pm**

You know that you have around 16 hours left to play, right? Turn changes happen at 12:00(Noon) GMT.

Also, good job on the founding! I think you may have misplaced the breeding pair of donkeys I packed, judging by the kennels POI. (Is there donkey milk?)

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 02, 2010, 02:53:24 pm**

Quote from: Barbarossa the Seal God on April 02, 2010, 02:46:07 pm
You know that you have around 16 hours left to play, right? Turn changes happen at 12:00(Noon) GMT.
Also, good job on the founding! I think you may have misplaced the breeding pair of donkeys I packed, judging by the kennels POI. (Is there donkey milk?)

There might be that much time left according to you but I need to sleep now. :P Also there was some donkey milk, but I dislike donkeys and butchered them after a few milkings. Cows are the way to go man. Mod value of 2 unless that's changed in the new version, I should

check. Unless I'm missing something it seems that they no longer have the modvalue, I still like them more than donkeys though. And thanks!

Title: **Re: SparkGear X-TREME**
Post by: **64-bit** on **April 02, 2010, 08:27:20 pm**

Monday April 12th please.
always wanted to be involved in one of these.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 02, 2010, 09:17:20 pm**

Duly noted. Skaltum, feel free to start, as DS isn't taking the rest of his turn.

Title: **Re: SparkGear X-TREME**
Post by: **Xieg** on **April 02, 2010, 10:55:33 pm**

Oh great God of Seals, might I reiterate my request for a position? The 14th would be the best out of the last two spots.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 02, 2010, 11:19:00 pm**

Yep.

Title: **Re: SparkGear X-TREME**
Post by: **Graebeard** on **April 02, 2010, 11:24:16 pm**

Solid start, Spoon. I've never seen a central staircase like that before. Did you design it to allow any of the levels to be isolated from one another? Also, thanks for the commenting on the DFMA map.

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 02, 2010, 11:50:34 pm**

Thanks! I always make a central staircase like that, I just like them. Once we have placed hatches we should be able to isolate the levels from each other if we wanted to. And you're welcome! :D

Also, I forgot to mention that one of our metalcrafters is currently in the throes of a fey mood, we should probably build a forge for him before he goes batshit insano. And one of the stonecrafters that died was your dwarf barbarossa, sorry about that but we really didn't have any shell.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 03, 2010, 12:22:12 am**

I don't mind. I can always possess another.

Title: **Re: SparkGear X-TREME**
Post by: **gamegreen33** on **April 03, 2010, 12:50:34 am**

Are you going to add little descriptions and ratings for each turn like some of the other SparkGears? That'd be awful neat.

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 03, 2010, 12:51:42 am**

Indeed it would, do it. For great justice! :D

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 03, 2010, 12:52:09 am**

I will in the morrow. Now I must slumber.

Title: **Re: SparkGear X-TREME**
Post by: **gamegreen33** on **April 03, 2010, 12:54:50 am**

Quote from: Barbarossa the Seal God on April 03, 2010, 12:52:09 am
I will in the morrow. Now I must slumber.

Yay!

Fair warning-This fortress will most likely not survive my turn.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 03, 2010, 01:18:40 am**

Sounds like a lot of fun. May I have the 11th?

Title: **Re: SparkGear X-TREME**
Post by: **sir labreck** on **April 03, 2010, 02:26:30 am**

Wonderful :)

I'm back and I will watch this for my daily laugh :p With Dilbert anyways lol. Good start, always better than desperate start ^^
Maybe I'll take up a turn when I'll wee a great moment to crash the fortress without wanting it :D

Farewell (demoniac laughing).

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 03, 2010, 11:06:43 am**

Wow, it would really help if I could count. I'm GMT **plus** 10, not minus. Meaning I have a lot longer till my turn comes up than I thought. I suppose I should get a photobucket account or something.

Also, I'm using chariot's graphics. At least I would be if they worked. My Guybrush tileset works, just not the actual graphics set. Just an fyi for when my screenshots come up and you have no idea what you're seeing.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 03, 2010, 12:38:44 pm**

@db48x- added

@gamegreen33- don't worry, reclaiming is fun too.

@Samoorai- Use any graphics set you want as long as it doesn't change the RAWs. If it does, it'll corrupt the save for the next person.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 03, 2010, 07:24:50 pm**

Skaltum appears to have missed his first 12 hours, so does anyone want the remainder of his turn?

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 03, 2010, 07:34:57 pm**

Quote from: Barbarossa the Seal God on April 03, 2010, 07:24:50 pm

Skaltum appears to have missed his first 12 hours, so does anyone want the remainder of his turn?

Sure, I'll take it.

Title: **Re: SparkGear X-TREME**
Post by: **arrowplain** on **April 03, 2010, 08:37:06 pm**

If I legit took a turn, it would end in burning ruin. I would like to dwarf a doctor though, for amusments sake.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 04, 2010, 12:33:04 am**

Okay, db48x, you have roughly 6.5 hours until you must upload the save for Gamegreen33 to use.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 04, 2010, 03:21:59 am**

Uh oh, something exciting has happened. A Troll snuck up the stairway into the middle of the fort. I've got the militia on the job, but for some reason they all decided to drop their picks and axes and wrestle it. With a little help from a bear and a few pet dogs they've managed to bruise every part of his body, knock some teeth out, break his tusks, etc. They've got him cornered in one sector of the production level, which is good. He's nauseous, unconscious and overexerted, but they've been at it for a while and there hasn't been any visible progress.

Luckily only the bear and the dog have been wounded so far, but it's looking a bit like this troll's regeneration will last forever..

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 04, 2010, 03:29:17 am**

Noo! Our bears! :(Have you ordered some crops planted? Has any successful surgery yet been performed on the injured miner? Did the bear come from underground? If not then how did it get past our cage traps?

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 04, 2010, 03:44:18 am**

Quote from: Demonic Spoon on April 04, 2010, 03:29:17 am

Noo! Our bears! :(Have you ordered some crops planted? Has any successful surgery yet been performed on the injured miner? Did the bear come from underground? If not then how did it get past our cage traps?

I have ordered some token shrooms planted, but the caravans are bringing so much food and drink that it's not really been necessary.

No, that poor miner is still in surgery. He's gotten up a few times to go back to work, but always ends up back under the knife. I've actually disabled all of his labor settings as a result.

The troll came up from the cavern, where there are no traps. One of our grizzly bears was wandering the fort (not chained up) and engaged the troll. He broke a toe.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 04, 2010, 03:46:35 am**

Yay, the troll is finally dead. Took about 15 minutes unpaused, I think. Two of the wrestlers have broken bones, and a clothier got a bit mauled. He had several broken bones and a lot of bruising, but apparently everything except his ankle has healed.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 04, 2010, 03:47:20 am**

Yeah, the caverns are full of trolls and trogs. We're either going to have to beef the military or divert the stairwell for a nice trap room.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 04, 2010, 04:15:23 am**

and naked mole dogs, apparently.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 04, 2010, 05:08:53 am**

We have an uninvited guest, Oðgúb the Intense Grip. I'll let you know how it goes :)

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 04, 2010, 05:14:45 am**

HAHAHA!

He was composed entirely of water, and just exploded when he got next to the grizzly bear that I've stationed outside our cavern door. Lots of mist, and muddy ground, and the bear and cougar are both dizzy. The combat report consists entirely of "The Stray Grizzly Bear stands up."

:D

edit: really wish I had remembered to record it. oh well

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 04, 2010, 07:22:22 am**

My log of game events turned out to be a bit long, and mostly boring. The only exciting things to happen were a troll attack, and killing some troglodytes.

Save: [http://db48x.net/SGX/SGX Day Three.zip](http://db48x.net/SGX/SGX%20Day%20Three.zip) ([http://db48x.net/SGX/SGX Day Three.zip](http://db48x.net/SGX/SGX%20Day%20Three.zip))

DFMA: <http://mkv25.net/dfma/poi-22478-banquethall> (<http://mkv25.net/dfma/poi-22478-banquethall>)

Spoiler (click to show/hide)
First, a brief tour to get acquainted with the fortress.
* Someone apparently forgot to unload the wagon. Will the entire fortress be as neglected?
* the entrance is guarded only by a few cage traps. although cunningly concealed, these are not likely to provide adequate protection. will commence work on a drawbridge behind the flood trap
* irrigation system/drowning trap seems to be properly engineered, and the documentation in order
* there doesn't seem to be any raw material storage near the main production areas
* the large cavern beneath our feet is quite amazing; it's several times larger than the ones in my home fortress. I'll begin cultivating the tower-caps and fungiwood that grow there right away

An elven caravan has arrived, carrying an astonishing quantity of goods on the backs of their pack-warhogs. The Overload overslept, so Èrith Kolstingaz persuaded me to let him do the job. He cunningly traded a large amount of rope for the much more valuable spirits the elves brought, as well as some food and a giant eagle to decorate the zoo. I was surprised to see his report, as the elves brought just as much rope to the table as we did, yet they accepted the trade anyway. He must be a superb trader, and it would be a shame to waste his talents; I'll let him have the job full time.

Tosid, the miner who according to all reports recently nearly fell to his death has decided that he's feeling better now, and that he can return to work. Our surgeon, Sarvesh, tells me that his liver is still badly injured, but that he's decided not to restrain him, so I'll allow him to take up his duties once more. He soon returns to bed of his own accord.

I've finished the flood trap over the entrance.

Half a dozen goblins have attempted to enter the fort, only to be trapped. Apparently this is a common enough occurrence; nobody here has made any to do over it.

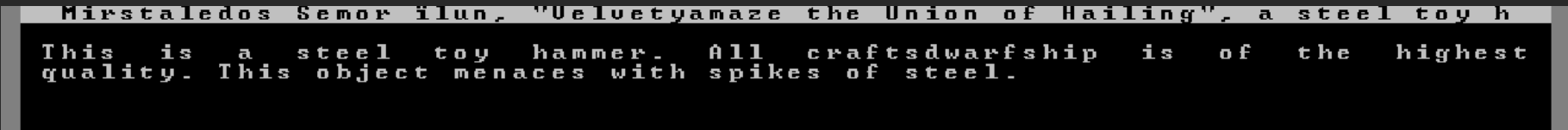
Poor Rith has taken to moping about the place. His friends tell me that he's been cooped up in a workshop for the past few months. He wouldn't let anyone help him with whatever he was building in there, and I believe that the strain of a solo project has gotten to him.

I've begun mining out several galleries to grow tower caps in, down in the cavern.

Rith died today, of thirst. The ceremony was difficult to perform, due to lack of space; the mausoleum here is terrible. I actually missed it on my initial tour.

Èrith has gotten himself elected mayor now.

Tirist withdrew to seclusion to work on a secret project. Whatever it is, he's only using a single steel bar...



Uh oh, something exciting has happened. A troll snuck up the stairway into the middle of the fort. I've got the militia on the job, but for some reason they all decided to drop their picks and axes and wrestle it. With a little help from a bear and a few pet dogs they've managed to bruise every part of his body, knock some teeth out, break his tusks, etc. They've got him cornered in one sector of the production level, which is good. He's nauseous, unconscious and overexerted, but they've been at it for a while and there hasn't been any visible progress.

Luckily only the bear and the dog have been wounded so far, but it's looking a bit like this troll's regeneration will last forever..

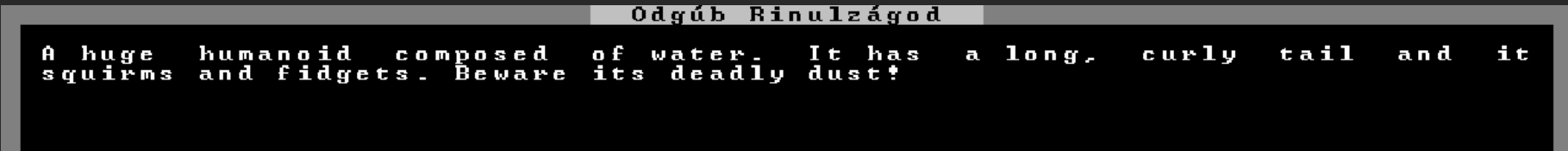
Iden Mözirosan finally lands the killing blow on the troll. There were some casualties in the end. Solon had his left knee broken, Adil his right wrist, while the clothier Ónul suffered several broken bones.

In an attempt to head off future trouble of this nature, I've begun construction of a barracks and armory for the militia to train in just above the door to the cavern. That should help considerably, provided it's used regularly for training.

Sad news today. One of the babies was kidnapped after her mother took her outside to collect wood.

Trade agreement set for the next year. They would like us to produce splints, toys, rings, legwear, armor, fish, rock mugs, backpacks, anvils, and tanned hides.

Some reports of odd activity in the cavern. The ground around the staircase is wet, and the cougar and bear that I had stationed there are suffering from some strange malady. They appear to be extremely dizzy; The trainers can discern no cause.



A huge humanoid composed of water. It has a long, curly tail and it squirms and fidgets. Beware its deadly dust!

Its upper body is gone.

Solon began a construction today. I'm told he took some slugman bones, some ores and some silk cloth then locked the door... He's produced a rather lackluster bauble that he calls "Nadirdangles the Rounded Music". It certainly does dangle from the nadir of all possible artifacts.

The dog wounded in the fight with the troll, Thîkut, has died of an infection. Apparently he never got the medical attention he required.

WTF? The Overload is sleeping in the mayor's bed.

Militia successfully fought several troglodytes, allowing the woodcutters and herbalists to safely access the cavern.

Fikod just withdrew, and now he wants shells. Good luck.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 04, 2010, 10:14:14 am**

gamegreen33, you have roughly 19 hours remaining. If you don't say you're taking the save within 7, someone else can take the second half of your turn.

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 04, 2010, 10:16:45 am**

To the OverloRd sleeping in the mayor's room, I noticed that the dwarves will sleep in random rooms instead of their own ones. How goes the bookkeeping? I tried to get it to highest precision but it takes forever. And nice turn!

Title: **Re: SparkGear X-TREME**
Post by: **gamegreen33** on **April 04, 2010, 12:49:38 pm**

Alright, I'm awake. I have some work to do, so I should get started in ~1 hour.

Title: **Re: SparkGear X-TREME**
Post by: **gamegreen33** on **April 04, 2010, 01:37:36 pm**

Okay, I tried to do this in character, but it just isn't going to happen-I'm a terrible writer and a worse storyteller.

First thing I did was create scaffoldings on the staircases exposed to the cavern system. They've been built, and I designated some cage traps. I named an administrator after myself, and apparently I just gave birth! ;D Oh well, I already picked someone, might as well stick with it. I also drafted our peasants and asked for some steel axes for them. Soon I will try to make suits of steel armor for them. I plan on getting the miner that got injured healed up soon.

Update: The elves have arrived! Since the new version, my feelings toward them have changed from deep, unconditional hatred to reluctant appreciation (for all the sweet animals they bring!). I will let you know what animals I get.

Update 2: AWESOME. I got some giant eagles, a couple of wolves, grizzly bears, and a cougar.

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 04, 2010, 02:45:35 pm**

We already got some of those before, have they started breeding yet or do we need a dungeon master?

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 04, 2010, 05:44:51 pm**

Quote from: Demonic Spoon on April 04, 2010, 02:45:35 pm

We already got some of those before, have they started breeding yet or do we need a dungeon master?

One of the grizzly bears gave birth during my turn, so they've already started.

Title: **Re: SparkGear X-TREME**
Post by: **gamegreen33** on **April 05, 2010, 01:50:56 am**

We can always use more bears... Unfortunately, I got very little done-I have been gone all day. I uploaded the new save to DFFD:http://dffd.wimbli.com/file.php?id=1992

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 05, 2010, 02:02:54 am**

Oh crap, that means my turn. Anything else update-y to report before I start?

Title: **Re: SparkGear X-TREME**
Post by: **gamegreen33** on **April 05, 2010, 02:10:46 am**

Quote from: Samoorai on April 05, 2010, 02:02:54 am

Oh crap, that means my turn. Anything else update-y to report before I start?





























No, I basically left right after the last post. Sorry guys.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 05, 2010, 03:45:33 am**

I assume no-one cares if I start a little early?

So, here I am. Sparkgear Devourer of Birds. Not the most bizzare name I've ever heard but certainly up there. I only came here 'cause I heard this place was new, so I figured I'd be able to keep to myself in some quite corner. Then one day, out of no-where, the guy running

the place walks up to me and goes, "You're in charge now. I'm too busy with Arr Ell stuff." Figured he was just another nutter, but then everyone starts coming to me for orders! Great, now I have to do stuff. :(Well first up, here's the current situation:

Town íbmatolon Noshtath Lanlar. "Sparkgear 3rd Hematite. 1055. Early Summer											
Animals		Kitchen		Stone		Stocks		Health		Justice	
Created Wealth:		343256*		Population:		90					
Weapons:		None		Miners		 6		Axedwarves		 None	
Armor and Garb:		9000*		Woodworkers		 8		Axe Lords		 None	
Furniture:		62575*		Stoneworkers		 7		Swordsdwarves		 None	
Other Objects:		181829*		Rangers		 6		Swordmasters		 None	
Architecture:		48696*		Metalsmiths		 11		Macedwarves		 None	
Displayed:		40984*		Jewelers		 3		Mace Lords		 None	
Held/Worn:		172*		Craftsdwarves		 6		Hammerdwarves		 None	
Imported Wealth:		184778*		Nobles/Admins		 7		Hammer Lords		 None	
Exported Wealth:		27581*		Peasants		 3		Speardwarves		 None	
Food Stores:		5799		Dwarven Childrn		 11		Spearmasters		 None	
Meat 443		Seeds 1664		Fishery Workers		 3		Marksdwarves		 None	
Fish 86		Drink 1810		Farmers		 17		Elite Crssbumns		 None	
Plant 759		Other 1037		Engineers		 2		Wrestlers		 None	
				Trained Animals		A 3		Elite Wrestlers		 None	
				Other Animals		A 109		Recruit/Others		 None	

I really have no idea what I'm going to do here. The place seems to be a mess, almost totally random with rather little in the way of aesthetic design. So, very dwarven. I dunno, call me an elf (although if you do I'll feed you to a grue), but I like form and function to blend a little more. Still, you know the one thing that makes any fortress better? Magma!

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 05, 2010, 06:20:11 am**

<http://tinypic.com/>

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 05, 2010, 07:58:31 am**

magma lets the world go 'round and not implode.

Title: **Re: SparkGear X-TREME**
Post by: **skaltum** on **April 05, 2010, 08:12:33 am**

okay guys sorry i wasnt available. i was away at my gfs for a few days and had no pc access :P.

when is the next available turn?

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 05, 2010, 08:17:44 am**

signups for week 3 start on the 7th. If you're quick, the 15th will be open.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 05, 2010, 10:12:35 am**

The mayor's been whining at me that he didn't have an office, amongst other things. So I went and checked what I had assumed was the mayor's office. Sure enough, I was right. But what confused me was that all the furniture was labeled "property of mayor erith Kolstigaz". He wasn't the mayor, although the dwarf registry I'd found said he was. Eventually I tracked him down, working in one of the mason's workshops. Before I could even speak to him he yelled, "Shutup! I AM THE MAYOR!" I asked a passer-by what his problem was, and all they did was roll thier eyes. Great, yet another nutter. According to the paperwork I had he was a high master soap maker, who had for some reason decided to bypass democracy and 'elect' himself. Thankfully no-one took him seriously. I have re-assigned his office and quarters to the ACTUAL mayor. Now if I can just get those miners I un-drafted to stop training and start digging. They're taking so long I've ordered a steel pick to be forged for myself so I can have a crack at it.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 05, 2010, 12:21:51 pm**

We had a visitor today in the second level of caverns:



I was concerned for a while and told the military to station themselves on the stairs, in case it managed to get past the cage traps. A few days past until I realised there was no actual access into that cavern. Someone had removed the slopes around the entry, lined it with cage traps, then left it suspended. I can only conclude one of my predecessors was afraid of bats, or whatever else is down there that can fly (which apparently Thrathnu couldn't).

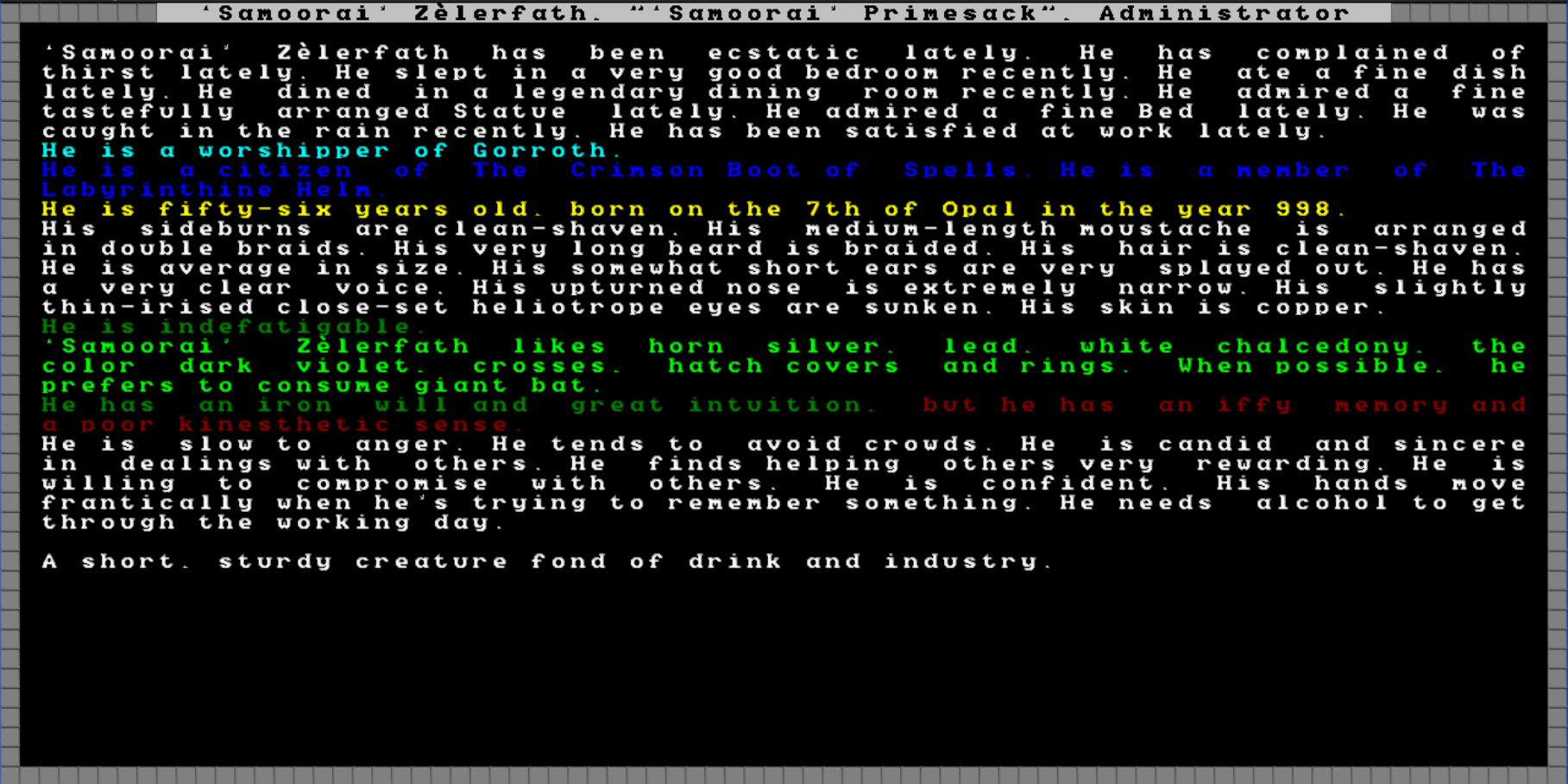
Okay, something is wrong with this lot. Some random dwarf came into my office and informs me that the fake mayor, the FAKE mayor, has issued a mandate!

The dwarves suspended the construction of microcline Cabinet. Erith Kolstigaz. mayor has mandated the construction of certain goods. Astesh Solonbisek has grown to become a Dwarven Child.

Some nonsense about not selling axes. I asked him why he even bothered telling me, and then he says the actual mayor has decided to go along with it! I swear, if I wasn't already bald I'd be losing my hair, and I'm only a month in...

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 05, 2010, 12:25:53 pm**

Here's me, BTW



Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 05, 2010, 02:13:07 pm**

-- I'd like to introduce my favourite non-standard measurement, the Heisenburg! I feel it is a very apt way to describe the diameter of a square in DF, since 1 square can hold anything from a dwarf to a titan, no matter what size they are modded to. Therefore, 1 square's aize is uncertain, hence, the Heisenburg. A wagon is three heisenburgs across--
--P.S: If you don't get it, learn some science. Sweet, delicious science!--

In my efforts to dig down to the sweet sweet magma, (in which I personally just mined out the stairway down to level 5, 142 heisenburgs down from the surface) I have inadvertently opened the way for Thrathnu to enter the fortress proper. He/she/it is now in the forge area. I've scrambled the military to come kill it while a war dog keeps it busy. Since it's made of magnetite this should prove quite the battle, or it will spell our doom. Also I found a button on my desk labeled "movies". This seems like as good a time as any to press it.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 05, 2010, 04:00:20 pm**

Okay, this is retarded. I've been fighting the damn thing for 3 months straight. NOTHING is getting done because everyone keeps getting freaked out by it. I don't want to put anyone else in the military in case they decide they don't want to leave. I don't care what anyone says, I'm scumming back to a month or so before Thrathnu came up the shaft. Otherwise absolutely nothing would get done, and my turn would be wasted.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 05, 2010, 05:16:37 pm**

Finally, we have breached down to the molten mantle. A great magma sea has been discovered, and now the true scope of my idle fancy is revealed. Over 170 screw pumps will be needed to draw the magma up to the surface. At least 43 windmills would be needed to power the massive construct. I've been ordering corkscrews, pipe sections and blocks since before I started digging, but even so this will take many months, probably years to complete. Still, if it's too easy, it ain't dwarven.

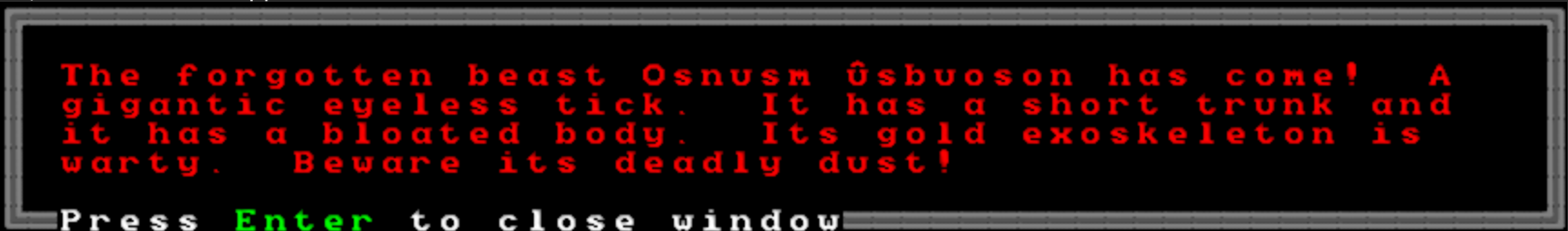
Also, project "Someone Else's Problem" is in full swing. I have four catapults working full time, flinging our excess stone into our neighbours yard.

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 06, 2010, 01:28:18 am**

Hee, also the fact that things that aren't actually alive like bronze collosi or undead or forgotten beast made out of minerals seem unable to die is a well known issue.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 06, 2010, 04:13:04 am**

So, some more fun appeared:



Osnusm the Evil Sucker. Oddly appropriate name for a gigantic tick. He caused no trouble to the fortress, mostly because he made his entrance through the barracks. From the reports I received, it's "deadly dust" did little more than obscure vision as the military flung it across the room a few times till it died.

We're very low on wood. This is because most of it goes to fuel the smelters and the forge so they can make components for the magma pump shaft, ironically so we won't need wood to fuel them. I've ordered most of the surface to be clear cut and the deepest cavern too, since it seems rather isolated and uninhabited. Interesting flora down there. We have to make sure to grab every scrap of wood the caravans bring too. Except for that crappy elven wood armor. Seriously, why do we have so much of that? Wooden chainmail? You might aswell wear a vest made of cheese. Useless hippies. Not even the humans will buy that crap. Oh, one of the masons snapped. After a month or two of screaming at every passing dwarf that he wanted unspecified body parts and a bunch of other stuff THAT WAS RIGHT ACROSS THE HALL, dumbass, he started foaming at the mouth. We locked the doors before he was able to lunge at anyone. When the screaming stops we'll have to check on him.

Even though it's only been half a year since leadership was thrust upon me, I feel it's time to step down. I was just a random peasant, but it seems I've found my calling as a miner, and also as a grand scale architect. I've designed a nice scalable bedroom system beneath the main production level, which whoever follows me can copy and expand as needed. Still, it's going to be a LONG time before the pump shaft is complete, and I haven't even started on the power requirements. Perhaps if I divert the brook into a series of tunnels leading down to one of the caverns, I could set up a series of water wheels... Oh well, not my problem anymore. I've left a note on my desk informing the next poor sap who walks in here that they're in charge. I think I'll lurk somewhere outside so I can hear their reaction before I head back into the shaft. ;D

<http://dffd.wimbli.com/file.php?id=2007> (<http://dffd.wimbli.com/file.php?id=2007>)

--Note on desk reads:

If you are reading this note, it means you have accepted leadership of this fortress. Ha! If you try and get out of this, or mess with my tomb, I will make sure you witness the operation of the magma shaft from a rather, **unique** perspective. I've laid the groundwork for the shaft, so you should be able to see what I was doing. If you can't figure it out, come find me, but remember that if you do I will have to break something, probably you. Don't screw it up.

Also there's an artifact bed in storage. That's reserved for our King if he ever visits. Or Queen. I forget which one's in charge. Have Fun!

That's me done. I need to sleep. The pumps in the shaft will need to be walled off from the stairs before the whole system is started, otherwise magma will leak into the stairwell. Also you should put a hatch on the bottom level and seal it. As for the bedrooms, copy down and try to copy for the areas west and south of the main stairwell.

BTW if the next guy doesn't show up I'll see if I can finish the shaft myself, if that's cool.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 06, 2010, 08:06:06 am**

Graebeard, you have 23 hours. If you don't show up in 11, your turn is open for the taking.

Title: **Re: SparkGear X-TREME**
Post by: **SanDiego** on **April 06, 2010, 09:04:15 am**

Posting here so I can track another tale of reckless bloodshed and chaos.

Title: **Re: SparkGear X-TREME**
Post by: **Graebeard** on **April 06, 2010, 09:50:39 am**

It is on. Downloading now.

Title: **Re: SparkGear X-TREME**
Post by: **Huggz** on **April 06, 2010, 10:48:26 am**

Can I claim Thurs 15th? Because that is pretty much the only day I am free...

Title: **Re: SparkGear X-TREME**
Post by: **Huggz** on **April 06, 2010, 11:11:03 am**

Ok so it has to be tomorrow before I do, but I guess that means forum time... If it was local time I could claim it at 12:01 but it will be something like 5am GMT at 12:01 forum time, so I wont be able to claim it until something like 10am forum time, and someone else will have it by then... Can I claim the 15th or 16th now, since those are the only days I am available? I have never done a succession fort before and I want a go, especially since it is sparkgears :P

Title: **Re: SparkGear X-TREME**
Post by: **Graebeard** on **April 06, 2010, 11:53:59 am**

1st siege: Obsidian, 1055

17 gobbos, 1 of them riding "Rutherer," a gigantic monster with gray hair, blue skin and green eyes. 2 of the gobbos killed, the rest (including Rutherer) caught in cages.

We lost one soldier who rushed out past the cages, and had 4 others injured finishing the two gobbos that made it past. Time for more cages. And looks like the doctors have something to practice on.

Title: **Re: SparkGear X-TREME**
Post by: **nil** on **April 06, 2010, 12:17:58 pm**

FYI for whoever is taking the turn after mine later this week--I'll probably only be playing for about six/seven hours, so if you're around to grab the early upload you can get some extra playing time.

Title: **Re: SparkGear X-TREME**
Post by: **Mephansteras** on **April 06, 2010, 12:24:18 pm**

Posting to watch the carnage.

Title: **Re: SparkGear X-TREME**
Post by: **sir labreck** on **April 06, 2010, 12:37:04 pm**

Really interesting :)

Title: **Re: SparkGear X-TREME**
Post by: **Graebeard** on **April 06, 2010, 01:11:17 pm**

Lo, the earth tremors, reverberating with the horrifying footsteps of Slupi:



Bee Tea Dubs, what's a good site to use for uploading images? I used tinypic... anyone have a better recommendation for clarity and longevity?

Title: **Re: SparkGear X-TREME**
Post by: **SanDiego** on **April 06, 2010, 01:15:34 pm**

Photobucket.

Title: **Re: SparkGear X-TREME**
Post by: **Graebeard** on **April 06, 2010, 02:35:44 pm**

Quote from: Samoorai on April 05, 2010, 04:00:20 pm
Okay, this is retarded. I've been fighting the damn thing for 3 months straight. NOTHING is getting done because everyone keeps getting freaked out by it. I don't want to put anyone else in the military in case they decide they don't want to leave. I don't care what anyone says, I'm scumming back to a month or so before Thrathnu came up the shaft. Otherwise absolutely nothing would get done, and my turn would be wasted.

This.

It seems like everyone was glitching out around this guy. I'd wrestled him to all red injuries, but he never dies...

Everyone (and I mean everyone) was just standing next to him cancel spamming. Sigh. Rewind.

Whoever is next don't let this guy in. It will ruin you.

Title: **Re: SparkGear X-TREME**
Post by: **Huggz** on **April 06, 2010, 03:46:47 pm**

Alternatively, encase him in solid rock. Way more dorfy than just locking him out...

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 06, 2010, 04:21:13 pm**

Yeah, watch out for Thrathnu too, he's still wandering around the second cavern probably. Before I scummed he had no arms, no feet, and everything red. He couldn't hurt anyone, but since my dwarves refused to grab weapons (even after I had to rotate a squad out of combat so they could eat and drink) he wasn't getting hurt either.

Got the pump system figured out? Also there's a tree in the way of a wall in the second cavern; that'll need to be chopped down and a wall built there before the system can start.

Oh yeah, how's my score?

Title: **Re: SparkGear X-TREME**
Post by: **Graebeard** on **April 06, 2010, 05:54:13 pm**

Quote from: Samoorai on April 06, 2010, 04:21:13 pm

Yeah, watch out for Thrathnu too, he's still wandering around the second cavern probably. Before I scummed he had no arms, no feet, and everything red. He couldn't hurt anyone, but since my dwarves refused to grab weapons (even after I had to rotate a squad out of combat so they could eat and drink) he wasn't getting hurt either.

Got the pump system figured out? Also there's a tree in the way of a wall in the second cavern; that'll need to be chopped down and a wall built there before the system can start.

Oh yeah, how's my score?

Actually, Thrathnu was the problem. When I cut down that tree you're talking about he was able to get into that staircase. If I have time during my turn I'm going to try taking a hammer dwarf at him in tha cavern where he won't bother anyone else and where I'll have room for a couple guys to attack him.

Title: **Re: SparkGear X-TREME**
Post by: **Huggz** on **April 06, 2010, 06:44:41 pm**

I think the site just went down, but anyways... It is now 12:44 GMT, and I am claiming a spot for the 15th of April. Yeah, thats how sad dedicated I am :P I have 2 weeks off school and nothing else to do so :-\

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 06, 2010, 08:27:34 pm**

Okay, huggz is added. Writing up scores for the past few days.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 07, 2010, 12:08:08 am**

Word of caution: I might know why that mason went nuts for lack of body parts. I've just discovered in my fort that shells fall under that category now. Since the insane ramblings don't tell you which particular body parts they want, this might be the cause.

Title: **Re: SparkGear X-TREME**
Post by: **Graebeard** on **April 07, 2010, 12:48:10 am**

Thought it might be that. No chance to fish for turtles now... fortress is on lockdown for siege #2: trolls and all mounted gobbos. Troll killed that butcher shop outside, but I was able to pull the bridge just in time.

Title: **Re: SparkGear X-TREME**
Post by: **Graebeard** on **April 07, 2010, 06:12:39 am**

Quick note: DDFD seems to be going really slow. I'll keep trying to get the save posted. Turn details to follow.

Save File (http://dffd.wimbli.com/file.php?id=2017)

I awake.

My head begins to clear as the warm, forge-borne light permeates the cell I call home. Another day of hard labor ahead, I quickly rise for the morning whiskey that makes life bearable.

But wait. Something's not right. Groggy, nearly sober, I stumble out my door into the hallway. The colors seem... different. Objects gleam with a newness at once familiar and somehow strange. I really need that whiskey.

Thirst quenched and sobriety safely deferred, I grab my pick and trudge down the stairs to work on the new mining shaft. I go down ten flights, then 15. Expecting to reach my destination any moment I continue going for another **145 levels**. This can't be. That's *ten times* as deep as we could go when I fell asleep last night. Now I know something's wrong, and it's not just lack of alcohol. Confused and starting to panic, I ascend this behemoth stairwell to find out just what's going on here.

Hungry, thirsty, and tired, I finally make it back to the main level of the fortress. I grab a passing stonecrafter and ask him what happened to the stairway, how we managed to breach the formerly absolute barrier holding us back to 15 z's. Asking me if I've had enough to drink, he pats me on the beard and continues on. I must get to the bottom of this. I need to find our leader.

Searching for someone in charge I continue to get odd glances from all my brothers and sisters. Finally, I corner a weaver and demand to know what's going on. "Umm... Graebeard... you're the boss. We all decided you were in charge once Samoorai realized how much work it is to pump magma up 160z's and stepped down as lawgiver."

This isn't right. None of this makes any sense. And then it comes to me: I'm still asleep. I didn't wake up this morning, I only dreamt I did. I must still be in my bed back home where everything is normal.

Seeing everyone look to me, I decide to play along. It's my dream, so why not have some fun. I decide to tackle the magma issue while I wait to wake up, and see if I can't fix this place up a bit.

I begin to shout orders, taking joy in the sight of minions scurrying off to do my bidding. As the day bears on I begin to weary. A meal and some booze later I feel better. Odd that I can order people around in my dream somehow still need to eat and drink. Oh well. Odder still is the food around here. Liver? Organ meat? Not that I'm complaining about the variety, but this all seems too strange to be springing from my unconsciousness. Pondering the strange phantasms of my idle brain, I wonder if I should seek help from the Therapist once I awake.

Come nighttime I retired to my grand quarters. Lying in bed while others slept did no good. It seems *I* can't sleep while in this dream. Surely I must wake up from all this soon.

The horrors of the last several days are nearly overwhelming. I still have not slept. I am beginning to lose hope that I will ever wake up, that I will ever return to the simple, safe world I know *must* exist beneath this gruesome lie.

It all began with a siege. Simple, I thought. Then I saw the mount on which the twisted goblin leader strode. Never have I beheld such a horrifying sight. A "Rutherer" they call it. It's hideousness is matched only by the villainy of the goblin race. My confidence faltering, I decide to play it safe by letting those foul beasts rush straight into my cage traps. One of my soldiers refused such cowardice by immediately rushing out to engage the invaders. His death was swift.

Only two of the ignoble cretins made it through. Thinking my victory already earned, I order a squad of soldiers out to clear up the remaining garbage. Stronger than I ever feared, those two goblins hospitalized *four* of my soldiers before they fell.

This encounter has made me realize that the former plan of fueling our beautiful forges with the wood of surface trees is untenable. There is no above ground wall to protect our woodcutters and gatherers from these monstrous sieges. We must look downward for our salvation.

My grassp on this world is fading. Still no sleep. Nor *could* I sleep if sleep might come. Not after the my attempts to use the system of underground caverns human-cheesing through our maountain. They present a tempting target; flush as they are with grwoths suitable for our forges' unquenchable appetite. But no.

The things that meat us down there have names, but I cannot pronounce them. I know them only by the carnage they wreak. First we hear of a skinless aligator that has infiltrated our caverns, then we heer it's thunderous footsteps reverberating through the mountain. Heading directly towards an opening in the future magma pump system, it tears through the fortess bleeding foulness throughout our home before it is finally brought down.

This attack was soon followed by the appearance of Sedme: a flying *thing* that also *breathes fire*. I have managed to avoid this monstrosity tthus far, but see it inching towards my building and know it will soon rain fire upon us.

Stil no rest. This cannnnnnnnnot fo on much olnger. More seigeres. Hav'ent seen the sun since I can't remember when. Mae never again. Cant get topside long enough to make draownin chamber. Only hope lies in Magma. Magma dïssolves all. heh. I am placing our galss, melters, and forges directly on the omilten core of this world. Glass corckscrews. One hundred moar will do it. no charkoal needed, heh. Then I will wake up. Then I will leeve this place.

It is working. I no that ill wake up once magma reacheees the surface.

I can now see everything with perfect clarity. I have broken through. I can see the truth. What I once thought was a dream is not a dream at all. This world is *more* true than the one I used to dream. I am not sleeping... I have finally woken up.

I also see that this world, while truer than the last, is still a shadow of the truth cast by the flame of Armok's consuming fire. I will not return whence I came. I will step forward rather than backwards. I have diverted the labor of the fortress to a new project: to a machine that will aid in my transcendence.

It is simple, really. This body will join Armok's blood, freeing my mind to step forward into the light. I am designing a place to wait in water, while Armok's cleansing fire descends upon me. What was once flesh will become stone. I will become pure. I will become like unto a god.

(No further entries)

Title: **Re: SparkGear X-TREME**
Post by: **Graebeard** on **April 07, 2010, 08:37:49 am**

- Done this turn:
- Dug out a magma industry 160z's down. Glass corkscrews and pipes are flying out of the furnaces. Designated a burrow and assigned dwarfs to keep them down there working. Also irrigated in case that area ever needs to be locked off from the world. No way to lock it off yet, but it can be done.
 - Added several floors of pumps, continued channeling out the pump system. Lots of pump parts ready for building.
 - Widened the 160z central staircase to at least 3x3 to accommodate traffic.
 - Defined some burrows. Set up a "stay inside" alert for civilians that keeps them to the main central levels inside. You know, in case we can ever retake the surface.
 - Began a large above ground wall to protect forest, lakes, and catapults. Could not finish before siege flood.
 - Set military uniforms to metal plate and started making armor. More needed.
 - Didn't finish my project to encase my dwarf in obsidian. The magma is all set up, but I haven't figured out a good way to do the water part and floor tiling is incomplete. Last several hours have been running at 15 fps (started at 30) because of all the invaders, and I just couldn't get it done.

- To do:
- The pump stack system opens to the cave system, and has been constantly attacked by weird ass creatures. If I were to keep playing I'd completely seal it off so there's no chance the flying fire breather Sedme could get in there. I lost several pumps when the others made it in.
 - The pump stack system **has not** been properly dug out the whole way up. Make sure you don't need to do any channeling before you place more pumps.
 - **[DO NOT OPEN A PATH TO THRANTHU**. Fighting him launches serious pathfinding bugs and he doesn't seem to be killable.
 - With the invaders and ensuing FPS dive I wasn't able to complete my obsidian encasing maching or the tiling in my tomb. Feel free to finish it and sacrifice me if you like. It's right next to the magma forges.
 - Retaking the top would be *awesome*, but those gobbos up there are some mean bastards. be careful.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 07, 2010, 09:34:40 am**

Aww, you didn't go into my office! How dare you rob me of a startled, confused cry of "What the?!" *shakes fist*
Quote from: Graebeard on April 07, 2010, 08:37:49 am
The pump stack system opens to the cave system, and has been constantly attacked by weird ass creatures. If I were to keep playing I'd completely seal it off so there's no chance the flying fire breather Sedme could get in there. I lost several pumps when the others made it in.

So you cut down that tree and didn't seal the breach? It's only one tile. I made damn sure the rest was totally sealed off. I think.
Quote from: Graebeard on April 07, 2010, 08:37:49 am
The pump stack system **has not** been properly dug out the whole way up. Make sure you don't need to do any channeling before you place more pumps.

Yeah, that's a LOT of work, and I really needed sleep at that point. But yeah, to all that follow make sure you channel it all out right.
Quote from: Graebeard on April 07, 2010, 08:37:49 am
[DO NOT OPEN A PATH TO THRANTHU. Fighting him launches serious pathfinding bugs and he doesn't seem to be killable.

At least not without a few more trained and armed military. Or lots of spike traps. Check my sig'd fortress for my corridor of death, that does the trick on EVERYTHING. Triple refined design ;)

Oh yeah, put me down for another turn. Friday the 16th please.

Title: **Re: SparkGear X-TREME**
Post by: **Azulth** on **April 07, 2010, 03:05:59 pm**

Can't make it today, sorry. Way too much work to do.

Anyone can take my turn.

Title: **Re: SparkGear X-TREME**
Post by: **Graebeard** on **April 07, 2010, 03:18:14 pm**

I'd like to jump in and finish my ~~suicide-machine~~ transcendence device if no one minds.

Title: **Re: SparkGear X-TREME**
Post by: **LoneJedi7** on **April 07, 2010, 03:20:48 pm**

as soon as i get some free time i am definitely getting in on this.....muahahahaaa.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 07, 2010, 07:35:00 pm**

yea, go for it Graebeard.

Title: **Re: SparkGear X-TREME**
Post by: **Graebeard** on **April 07, 2010, 07:45:08 pm**

Device nearing completion. Also, I've been having problems with miasma in the hospital. Then I noticed that the four dwarfs resting there were rotting. *EVERY PART OF THEM WAS ROTTING*. Also happened to one of the bears :_(



Eww.



Gross.

Thanks, Ngotol. Your breath was fearsome indeed.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 07, 2010, 09:03:15 pm**

Wow, that is gross. Glad morale is holding up, though. ;)

BTW, what was that about going outside to use the drowning trap? Just get them to come into the entranceway and pull the fourth lever from the left. It's labeled 'Last Resort Drain', and the description talks about the evaporation room, which is now the pool that holds water for the drowning trap. Don't forget to tell everyone to stay inside, which I see you've set up an alert for.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 07, 2010, 09:04:08 pm**

Holy Thor! Remember guys, week 3 is open. I'll be claiming the 18th.

And I don't mind one bit if you finish your megaproject. we need more of 'em!

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 07, 2010, 09:39:21 pm**

I got outscored? :(Suicide rooms score better than a 170 level deep magma pump system?

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 07, 2010, 10:16:43 pm**

Really it was a +2 (equal) and a +1 for his current turn. I'm just too lazy to find a way to not mash the two while still showing that the other person didn't show. Scores are cumulative, you see. As you go through the month, your score is raised.

Title: **Re: SparkGear X-TREME**
Post by: **Graebear** on **April 07, 2010, 10:40:58 pm**

Quote from: db48x on April 07, 2010, 09:03:15 pm

BTW, what was that about going outside to use the drowning trap? Just get them to come into the entranceway and pull the fourth lever from the left. It's labeled 'Last Resort Drain', and the description talks about the evaporation room, which is now the pool that holds water for the drowning trap. Don't forget to tell everyone to stay inside, which I see you've set up an alert for.

Hmm... I may have to try that. I had about 45 seconds without a siege before another one came. When I first looked at it, it didn't seem like it would drown any fools. Obviously I must lure them in to test.

Title: **Re: SparkGear X-TREME**
Post by: **Graebear** on **April 08, 2010, 05:38:59 am**

OK, well I meant to have this up earlier, but seems like whiskey and DF results in falling asleep on the job sometimes. I guess I should have learned that from my guys.

Anyway, here's the save (<http://dffd.wimbli.com/file.php?id=2030>), and here's me encased in an Obsidian pillar. Yay!



It seems like someone went and got all moody while I was asleep. I'm making the raw glass I think he needs right now. Also seems like the siegers *finally* left, so now may be the time to head topside.

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 08, 2010, 07:23:09 am**

Awesomeness, give me the earliest possible turn please.

Title: **Re: SparkGear X-TREME**
Post by: **LordSlowpoke** on **April 08, 2010, 07:37:34 am**

DS wants 16'th, so I guess I'll take 17'th.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 08, 2010, 08:46:57 am**

Quote from: Samoorai on April 07, 2010, 09:34:40 am

Oh yeah, put me down for another turn. Friday the 16th please.

I already called it. Oh, and Spoon, in answer to your comment on my sig'd fortress (I assume it's the same Demonic Spoon), "Because I can." If you want I could upload the save to DFFD and you can give it a go ;)

Title: **Re: SparkGear X-TREME**
Post by: **Graebear** on **April 08, 2010, 01:58:34 pm**

Here is the DFMA map (<http://mkv25.net/dfma/map-8415-sparkgearxdaysix>) with some POIs.

Not pictured: 140 z levels of stairs.

Title: **Re: SparkGear X-TREME**
Post by: **sir labreck** on **April 08, 2010, 05:48:22 pm**

O my god. Seem really impressive.

Title: **Re: SparkGear X-TREME**
Post by: **Graebear** on **April 08, 2010, 06:04:49 pm**

Oh yeah, just remembered that I forgot to include a portion of the central staircase that's accessible by fliers in one of the caverns. There is a fire-breathing flier roaming the bottom cavern, so some one who's more risk-adverse might want to seal that up at some point.

Title: **Re: SparkGear X-TREME**
Post by: **nil** on **April 08, 2010, 08:20:09 pm**

why does everyone have a fever ???

Title: **Re: SparkGear X-TREME**
Post by: **nil** on **April 08, 2010, 09:07:16 pm**

It shames me to be that guy, but I think y'all are better off just skipping me. I don't have much time to play anyways and I totally underestimated just how overwhelmed I would be with the new version. Add to that the fact that the forums are still almost completely non-functional for me and I'm on limited bandwidth atm... sorry!

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 08, 2010, 09:40:49 pm**

Anyone want the remaining 9 hours?

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 08, 2010, 11:27:31 pm**

I'm going to be up all night anyway, I'll take it.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 09, 2010, 02:07:04 am**

A huge swath of the workforce is ill, their limbs rotting off. A lot of them have made it to the hospital, and about a dozen are sleeping in the same tile (the top-left tile of the hospital zone. must be the default when they run out of beds)

I count about 30 that appear to have symptoms, including a dozen of the children. It's getting a bit grim.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 09, 2010, 02:11:45 am**

Several dogs and cats have also succumbed to the infection.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 09, 2010, 02:43:14 am**

First tantrum, a mason who lost his child to thirst. Several dwarves have died of thirst or hunger so far, and I think (but can't verify) that so far it's only been the ones who were sleeping in the corner of the hospital. Perhaps they can't be attended to unless they're in a bed?

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 09, 2010, 02:51:33 am**

Even a Tigerman cub that has been wandering around (peacefully) outside the entrance has caught the plague.

Title: **Re: SparkGear X-TREME**
Post by: **Lord Shonus** on **April 09, 2010, 05:07:06 am**

I shall take the 19th.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 09, 2010, 07:06:26 am**

Well, this was an interesting turn. The plague has brought our numbers down to 68, with more than a dozen still suffering.

We have more food and drink than we'll use in a year, of course.

I got the surface fortification built sufficiently to protect the buildings up there (the masons are still working on the third floor.) It could use some arrow slits.

The mayor went on a bender and destroyed a few buildings, including the old depot. Apparently there's some kind of bug there, because the elven caravan left a bunch of stuff behind when they left. As a result, the depot has not yet been rebuilt in its original location. Various dwarves tried to rebuild it, spending weeks moving crap out of the way, but to no avail. I finally just rebuilt it outside, next to the brook. The dwarven caravan has just arrived, and I've ordered a bunch of toys and other stuff left by the elves moved to the temporary depot so that we can get rid of them.

Oh, did I mention that our broker went beserk after deciding that only shells would serve as decoration for his artifact? I don't think we'll ever have a broker again. Btw, he almost killed Gamegreen, but the militia got there in time and lopped off his head.

Mercifully, there were no sieges, but we did have to fight off a hideous giant crab that was covered in boiling ichor of some kind. You may notice various frozen smears of this ichor on the walls and floors where the dwarves have tracked it around. The hospital is especially bad.

I also got a dozen or so levels of the pump tower built, but it wasn't really a priority. Also, we should have enough bronze armor now to have our militia tank up.

SGX Day Eight.zip ([http://db48x.net/SGX/SGX Day Eight.zip](http://db48x.net/SGX/SGX%20Day%20Eight.zip))

I'll upload to DFMA shortly. Enjoy!

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 09, 2010, 07:12:20 am**

Was Demonic Spoon still the broker? Does Demonic Spoon still live?

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 09, 2010, 07:21:05 am**

Oh, I forgot to mention. Samoorai and Barbarossa fell to the plague. The broker wasn't Demon Spoon... in fact, I don't see a dwarf named Demon Spoon. The broker's name was Bëmbek or something similar. I can't find him in the unit list though...

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 09, 2010, 07:37:53 am**

Uploaded to DFMA (<http://mkv25.net/dfma/map-8423-sparkgearthedevourerofbirds>)

A side view (<http://mkv25.net/dfma/poi-22641-sideview>) is quite instructive. I've uploaded every layer from the top of our little hill to the lowest bit of magma that we know of, so you can really see the extent of the staircase and pump tower. There are still about 20 unexplored layers below the fort.

Title: **Re: SparkGear X-TREME**
Post by: **derekiv** on **April 09, 2010, 07:50:27 am**

I love the plague! ;D
Thing is blood is a little bugged this version: It keeps spreading forever, unless a dwarf cleans it up. And they won't clean outside. If you have any of the forgotten beasts blood on the floor, you have to seal off the area, or the dwarves will spread it.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 09, 2010, 07:54:56 am**

Oh, a final note. This save comes from .31.02, so you'll want to grab it before you start. (not that I can imagine anyone not having done so already)

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 09, 2010, 08:03:41 am**

Good job! I'll get a score up for you later. I suggest quarantine on the rotting dwarves.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 09, 2010, 08:32:09 am**

[Quote from: Barbarossa the Seal God on April 09, 2010, 08:03:41 am](#)
Good job! I'll get a score up for you later. I suggest quarantine on the rotting dwarves.

I suppose we could just wall them in, but don't really think it would do any good. Several of the tigermen outside caught it, and they never came inside the fort, let alone near any of the dwarves in the hospital.

Title: **Re: SparkGear X-TREME**
Post by: **skaltum** on **April 09, 2010, 08:33:36 am**

can i have the 19th :)

Title: **Re: SparkGear X-TREME**
Post by: **Graebeard** on **April 09, 2010, 08:59:43 am**

Woah, epic plague is epic. I'd have thought it was a pool of poisonous monster blood somewhere for sure, but that doesn't explain the Tigermen. I haven't seen anything about good ole' epidemics in the new version, but that would be a super cool feature. I mean, you're basically cramming a bunch of blood and vomit covered fleshbags into poor quarters with little hygiene. Rampant infections would actually be pretty realistic.

Title: **Re: SparkGear X-TREME**
Post by: **seigenblues** on **April 09, 2010, 09:03:05 am**

any soap in the fortress?

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 09, 2010, 09:57:15 am**

What? You let me die of the plague?! Noooo! That dwarf was so perfectly me! Apart from the hairstyle. And I was watching during my turn, my dwarf actually did most of the work digging out the magma pump shaft. I don't suppose he has surviving family anywhere?

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 09, 2010, 10:36:58 am**

[Quote from: Samoorai on April 08, 2010, 08:46:57 am](#)
[Quote from: Samoorai on April 07, 2010, 09:34:40 am](#)
Oh yeah, put me down for another turn. Friday the 16th please.

I already called it. Oh, and Spoon, in answer to your comment on my sig'd fortress (I assume it's the same Demonic Spoon), "Because I can." If you want I could upload the save to DFFD and you can give it a go ;)

That was me yes and I'm good thanks, the map is more than enough, much more. Also it seems we got to turn eight before everything went to the HFS.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 09, 2010, 10:39:04 am**

[Quote from: Samoorai on April 09, 2010, 09:57:15 am](#)
What? You let me die of the plague?! Noooo! That dwarf was so perfectly me! Apart from the hairstyle. And I was watching during my turn, my dwarf actually did most of the work digging out the magma pump shaft. I don't suppose he has surviving family anywhere?

Sorry about that. Actually, I didn't think of soap at the time. I'm not sure if he had any descendants. It looks like the relationships

screen/status screen culls deceased dwarves; there are four children with mothers but no fathers.

Two of Gamegreen's daughters are dead, but he's got four others so it's cool.

Also, the relationship screen for 'Samoorai' himself says that he never got past 'passing acquaintance' with anyone, so either he never married or everyone else died, possibly before he did.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 09, 2010, 11:03:16 am**

I'd better be in my tomb then. Make sure I get some nice statues and engravings in there too.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 09, 2010, 11:22:49 am**

Well, you are in your tomb. What you've got at the moment are a pair of moldy old socks. ;)

As for engravings there, are a few interesting ones. There are several of a human taming giant eagles while on a journey, one or two of the founding, two of Barbarossa being appointed to the position of broker and militia commander in the early spring of 1052. So far there's just the one wall of engravings in the dining room, though. I want to see one of dwarves rotting in a pile in the corner of the hospital...

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 09, 2010, 12:17:55 pm**

Ah, I've figured out what happenend, I must have accidently erased my dwarf's name or something, I'm still alive though. Could someone please reanne the bookkeeper dwarf that has the Overlord profession to Demonic Spoon? He's named Ber or something. It'd be much appreciated!

Title: **Re: SparkGear X-TREME**
Post by: **Graebeard** on **April 09, 2010, 12:57:56 pm**

So, massive die offs are always fun. But I think we can make this plague thing even better: harness it as an offensive tactic.

1. Build two entrances to the fort.
2. Make one winding (to discourage pets and merchants) and set the traffic to "restricted" (to extra make sure dorfs don't tread through).
3. Fill the long entrance with pools of poisonous blood.
4. Close the "safe" entrance when appropriate, routing all traffic through pools of black death.
5. ...
6. Profit from unjustifiably dangerous defense system.

Title: **Re: SparkGear X-TREME**
Post by: **Particleman** on **April 09, 2010, 01:33:59 pm**

Quote from: Graebeard on April 09, 2010, 12:57:56 pm
Profit from unjustifiably dangerous defense system.

It's dwarven, that's all the justification you need.

Title: **Re: SparkGear X-TREME**
Post by: **alway** on **April 09, 2010, 01:53:53 pm**

I won't be taking my turn today, for a few reasons. For one, I didn't even remember I had a turn today until about 30 mins ago. Two, my Elemental: War of Magic beta is ready to play today. Three, db48x's save zip file doesn't seem to have been copied correctly. When extracted, it results in a "file," literally, not even a '.' extension at the end. So it would be best if that gets rectified before tommorow if you plan on continuing from there.

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 09, 2010, 01:57:40 pm**

Zing! I claim the save! For great justice! Also I'm going to be a manly man and play the newest version, so no dwarf therapist for me! :(

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 09, 2010, 02:48:15 pm**

No fair, Spoon lives and I die? I declare shenanigans! I must rise from my grave and spit on you so you get infected!

Top priority needs to be the disposal of all that elven crap. I'm not sure, but I think some of the military was actually WEARING some of that wooden armor during my turn *shudder*. Clean up in general needs to be done.

Title: **Re: SparkGear X-TREME**
Post by: **n00bs4uce** on **April 09, 2010, 05:00:56 pm**

I would like the next available turn for this madness.

Title: **Re: SparkGear X-TREME**
Post by: **sir labreck** on **April 09, 2010, 05:07:02 pm**

Sometime, try to name a dwarf after me. I`ll try to do some useful narration but not playing myself.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 09, 2010, 07:01:42 pm**

noobsauce and skaltum added.

At least Barbarossa will live on in our minds and walls.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 09, 2010, 07:29:40 pm**

Quote from: Demonic Spoon on April 09, 2010, 01:57:40 pm
Zing! I claim the save! For great justice! Also I'm going to be a manly man and play the newest version, so no dwarf therapist for me! :(

The save works for you, I hope?

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 09, 2010, 11:40:06 pm**

Yes.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 10, 2010, 02:40:12 am**

Excuse me Mr. Seal God sir, but I'm starting to feel a bit left out here. I called the 16th 2 and a half days ago, reminded you I had done so after you put Spoon in the spot I called, and have still left my name off the list after adding several more people.

Quote from: Samoorai on April 08, 2010, 08:46:57 am
Quote from: Samoorai on April 07, 2010, 09:34:40 am
Oh yeah, put me down for another turn. Friday the 16th please.

I already called it. <snip>

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 10, 2010, 06:08:11 am**



Title: **Re: SparkGear X-TREME**
Post by: **Burnt Pies** on **April 10, 2010, 06:09:16 am**

I'm nervous. It's me next, right?

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 10, 2010, 06:28:12 am**

Yes, whoops, thought that it'd be caught by my cage traps.

EDIT: Well at least it died quickly.

Save (<http://dff.d.wimbli.com/file.php?id=2051>)

Title: **Re: SparkGear X-TREME**
Post by: **Burnt Pies** on **April 10, 2010, 07:51:36 am**

Downloaded. ooh, this is exciting!

Title: **Re: SparkGear X-TREME**
Post by: **Burnt Pies** on **April 10, 2010, 08:15:57 am**

First Impressions etc will be posted after I've mown the lawn.

This fort puts all of mine to shame...

Title: **Re: SparkGear X-TREME**
Post by: **Lord Shonus** on **April 10, 2010, 09:48:05 am**

I'm sorry, but I requested the 19th before skaltum did.

Title: **Re: SparkGear X-TREME**
Post by: **Burnt Pies** on **April 10, 2010, 10:52:47 am**

Diary of Burnt Nogleshlikot, Proficient Stoner.

11th Opal, 1057.
Well, this is a turn up for the books, and no mistake! I was hauling a Tigerman Cub down the stairs today, when suddenly up comes the great leader Demonic Spoon, the Dwarf who orchestrated our victory against the Salt Beast Ena, and tells me he's had enough of the damn fortress for a while, it's my job, and I should probably try to do something about the people rotting in the hospital. I don't know what he means, I'm sure. I've never seen the hospital. What's it for? For that matter, why do people keep trying to milk things? This is all quite confusing.

Title: **Re: SparkGear X-TREME**
Post by: **Burnt Pies** on **April 10, 2010, 11:16:30 am**

Diary of Burnt Nogleshlikot, Proficient Stoner

12th Opal, 1057
Today I learned we have 293 tame animals on the books. none of these animals seem to be in any way useful, except for the ones in the entrance. Also at least half of us have rotten feet, or mouths, or some other miscellaneous body part. How am I meant to solve this? I'm just a Stonecrafter!

I'm heading down to my spot in the caverns. At least when I'm there I don't have to deal with anything. Only the inevitable pathing issues when I want a drink.

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 10, 2010, 11:25:49 am**

Heh, I've ordered quite a few animals to be slaughtered, the tigermen are being hauled to a zoo or something I set up for them, turns out you can tame the tigermen which is awesome. Milk is vital to the survival of our fortress! I demand more milk! Milk for the milk god! Cheese for the cheese throne! If your up to it try setting up a genetic breeding program for our animals so that we have only the cream of the crop. Will upload map soon.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 10, 2010, 11:51:28 am**

Yes, there are quite a few animals kicking around. The elves brought so many...

DS: I really like the pit carved out over that magma chamber with all of the goblins in it. Also, it's so cool to find more caverns.

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 10, 2010, 12:15:06 pm**

Thanks! I thought it'd be a cool way to get rid of them. Haven't actually ordered any of them to be pitted though. The place also serves as a way to get rid of refuse since it won't rot away anymore.

Map (<http://mkv25.net/dfma/map-8439-sparkgearthedevourerofbirds>)

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 10, 2010, 12:25:46 pm**

BTW, if the dwarves are ever feeling bored, there's still a fair amount of stuff left over from that caravan that got killed that is still sitting out in the open that could be brought inside. It's all up on the hill north of the fort. Trade goods, weapons, ammo, armor, clothes, etc.

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 10, 2010, 12:29:35 pm**

Points of interest added. Progress BP?

Title: **Re: SparkGear X-TREME**
Post by: **Burnt Pies** on **April 10, 2010, 01:42:22 pm**

I'm only getting one FPS on my computer, so I've been playing it on a friends laptop. Unfortunately, he's taken it back. Progress will be somewhat difficult to come by.

Title: **Re: SparkGear X-TREME**
Post by: **Graebeard** on **April 10, 2010, 09:50:50 pm**

Are you using the accelerator? Do you usually run that slow?

Title: **Re: SparkGear X-TREME**
Post by: **Burnt Pies** on **April 11, 2010, 04:00:12 am**

I don't normally run that slow, and I am using the accelerator. I've got an ancient computer, and it buzzes loudly when it heats up. Dwarf Fortress is enough to make it buzz non-stop.

I'm blaming it on the ridiculous amount of animals we've got on the map.

Title: **Re: SparkGear X-TREME**
Post by: **Burnt Pies** on **April 11, 2010, 04:14:14 am**

Update!

Diary of Burnt Nogleshlikot, Proficient Stoner

13th Opal 1057
There's remnants of a Caravan up on the Hill! looks like it'd been hit by Goblins and Trolls, which worries me. What if there are any more left?

I suppose they'd be gone by now. Their corpses seemed to have almost entirely disappeared. I set people to pick up all the metal bits and throw them in the smelter. Metal's always useful, right?

Title: **Re: SparkGear X-TREME**

Post by: **Burnt Pies** on **April 11, 2010, 04:34:15 am**

The hospital's filthy, and no one seems to do any cleaning, preferring to Idle instead. is there some requirement for cleaning that I've missed?

Title: **Re: SparkGear X-TREME**

Post by: **db48x** on **April 11, 2010, 05:12:09 am**

Quote from: Burnt Pies on April 11, 2010, 04:34:15 am

The hospital's filthy, and no one seems to do any cleaning, preferring to Idle instead. is there some requirement for cleaning that I've missed?

None that I know of. I bet this plague is spread by contact, too; just look at all the tigermen with rotten paws; they probably got it by walking around in the refuse piles out there.

Title: **Re: SparkGear X-TREME**

Post by: **Burnt Pies** on **April 11, 2010, 05:13:48 am**

Diary of Burnt Nogleshlikot, Proficient Stoner

17th Opal 1057
Hmmm. it says here, that old Olin Kaburist is chief of one of our squads. But that can't be right, I know where he's buried!

Nonetheless, he's refusing to give up his post, the stubborn git.

People are just standing around, Idling rather than cleaning. The hospital's filthy, there's smears of Pus, Blood, Ichor and who knows what else all over the walls, which might well be the cause of all our rotting, but no one wants to go clean a few floors, maybe save a life or two?

I've ordered some wood to be burned, and combined with some of the tallow we've got to make some soap. So far it's not gone particularly well. The wood burners can't be bothered to burn wood, and keep telling me they're cancelling my orders! My orders! I'm in charge here!

Title: **Re: SparkGear X-TREME**

Post by: **Demonic Spoon** on **April 11, 2010, 06:01:13 am**

More milk! We need more milk! Milk will solve all that ails you!

Title: **Re: SparkGear X-TREME**

Post by: **Burnt Pies** on **April 11, 2010, 06:04:57 am**

Diary of Burnt Nogleshlikot, Proficient Stoner

21st Opal 1057
What? Sazir Udilevud, Mason has been struck down? What was he doing...

Oh. Well, thanks, Demonic Spoon. What made you think administering beatings with a pick was a good idea anyway?

Title: **Re: SparkGear X-TREME**

Post by: **Burnt Pies** on **April 11, 2010, 06:38:17 am**

well, my turn's almost over. It took a while to get anywhere, and no one seemed to want to do much. Walls got smoothed, the hospital stayed filthy, trees got chopped and dwarves might eventually start melting down some of the no quality bronze armour cluttering up our Magma Forge. There's a lot of GCS silk stuff on the hillside, I doubt we'll ever need them, but if we're stuck for trade goods, they're around and unforbidden.

Most of the farms aren't functioning, because we've got tons of food just lying around anyway. The booze isn't going to run out before the inevitable magma apocalypse either.

It's been interesting to see a fort made by someone else, and I've got some good ideas for my next one. Like genning a world with a lot less layers.

It's taking a while to upload, but I'll have a save game up soon.

Title: **Re: SparkGear X-TREME**

Post by: **Burnt Pies** on **April 11, 2010, 06:45:05 am**

dffd's not accepting the file, says it doesn't accept .zipx files or some such. I shall attempt to save it in a different way.

Title: **Re: SparkGear X-TREME**

Post by: **Burnt Pies** on **April 11, 2010, 07:03:17 am**

Here we are. Only 3 minutes late, despite the unwillingness of DFFD to accept .Zipx files...

http://dffd.wimbli.com/file.php?id=2058

Title: **Re: SparkGear X-TREME**

Post by: **db48x** on **April 11, 2010, 07:38:24 am**

Great. I'll get started on my turn in an hour or two. Gotta do an upgrade first.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 11, 2010, 12:17:17 pm**

Wasn't able to fix it yesterday, but I'm working on der schedule now. It's kind of difficult when six people claim the same day. (Early as possible!)

DS and Skaltum, what places do you want now that I've shuffled the earlier claimers?

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 11, 2010, 12:23:48 pm**

I didn't specifically claim the 16th, I just want the earliest possible day.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 11, 2010, 12:33:37 pm**

Added. Signups for week 4 technically don't start for a few days yet, I'm just making an exception due to a screwup on my part.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 11, 2010, 12:39:34 pm**

I've got the pump tower all channeled out now. Worked some gold veins, and started some other veins that intersect the tower.

Time for a quick 8-hour nap though.

Oh, I see that one of the doctors has started doing amputations on plague victims. He may be stuck in the same loop as the one that was trying to fix that guy's liver though.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 11, 2010, 03:14:55 pm**

"It appears your torso has rotted. We'll have to amputate."

Title: **Re: SparkGear X-TREME**
Post by: **n00bs4uce** on **April 11, 2010, 03:29:02 pm**

Quote from: Barbarossa the Seal God on April 11, 2010, 03:14:55 pm

"It appears your torso has rotted. We'll have to amputate."

"Will it grow back, doctor?"

Title: **Re: SparkGear X-TREME**
Post by: **derekiv** on **April 11, 2010, 08:09:46 pm**

Quote from: n00bs4uce on April 11, 2010, 03:29:02 pm

Quote from: Barbarossa the Seal God on April 11, 2010, 03:14:55 pm

"It appears your torso has rotted. We'll have to amputate."

"Will it grow back, doctor?"

If you sacrifice your organs to Armok, I believe it just might.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 12, 2010, 01:20:29 am**

Ok, someone decided to dig into the the cavern that Thrathnu was hanging out in, and he's already killed one of our wrestlers. Most of the rest are apparently still trying to pick up equipment.

I'd like to share a few excerpts from the combat reports so far:

Quote

The Overlord punches The Forgotten Beast in the lower body with his right hand, but the attack glances away!

The Forgotten Beast strikes The Recruit in the lower body with its x(warthog leather cap)x but the attack is deflected by The Recruit's x(giant cave spider silk coat)x!

The spinning forgotten beast frozen extract strikes The Recruit in the right lower arm, but the attack is deflected by The Recruit's x(warthog leather robe)x!

The Soldier hacks The Forgotten Beast in the head from behind with his iron battle axe, shattering it!

The Overlord punches The Forgotten Beast in the head with his right hand, but the attack passes right through!

I'll let you know how it goes.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 12, 2010, 01:31:41 am**

Quote

The Forgotten Beast pushes The Overlord in the upper body, bruising the muscle and tearing apart the upper spine's nervous tissue through the XX(pig tail fiber robe)XX!
You fall over.

Yes, it does say 'you' fall over. DS, I think he's going to kill you. Too bad the forgotten beast was between you and your armor.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 12, 2010, 01:39:28 am**

Oooh, you suffocated, DS.

On a happier note:

Quote

The soldier hacks The Forgotten Beast in the head with his iron battle axe, shattering it!

The iron battle axe is lodged firmly in the wound!

The Forgotten Beast pushes The Recruit in the upper body, bruising the muscle and bruising the heart through the X(giant cave spider silk coat)X!

The miner strikes The Forgotten Beast in the lower body with her (copper pick), shattering it!

The Soldier twists the embedded iron battle axe around in The Forgotten Beast's head!

I'm glad someone else with a weapon finally showed up, although it's a shame that they've managed to hack off Thrathnu's arms and feet. He's doing more damage now by bumping into people than he was doing with that cap or by kicking people.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 12, 2010, 03:02:40 am**

Ok, this is just hopeless. It's down to just the one soldier fighting the beast, and neither of them have had any effect in an hour of trying. All of the beasts body parts are either broken or severed, and every single one of the soldier's attacks does "damage", but there's apparently no way to kill it. I'm beginning to suspect that you can't sever a body part that is already red with damage.

I guess I'm going to save-scum and prevent him from gaining entry to the fort.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 12, 2010, 03:44:51 am**

From the expedition leader's guidebook:

Thrathnu: Forgotten Beast of Temporal Distortion. Fighting this beast causes a build up of chronoton particles, eventually causing a cascade effect which reverts the flow of time to a random point before the fight began. Contact is not advised.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 12, 2010, 04:30:39 am**

Quote from: Samoorai on April 12, 2010, 03:44:51 am

From the expedition leader's guidebook:

Thrathnu: Forgotten Beast of Temporal Distortion. Fighting this beast causes a build up of chronoton particles, eventually causing a cascade effect which reverts the flow of time to a random point before the fight began. Contact is not advised.

hahaha.

Turns out there were five separate entrances to that cavern. Took me three tries to get them all closed up properly. We lost a farmer in the process, but at least we're safe again.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 12, 2010, 06:57:35 am**

Save (http://db48x.net/SGX/SGX Day Eleven.zip)

Ok. With the restarts, I didn't really get as much done as I'd like. I concentrated on the pump tower, getting every layer channeled out and placing 70 or so new pumps. Of course, most of those are still waiting on an architect, but it's progress. I've also been sealing off the layers that already have pumps. We're out of pipe sections and down to only a dozen or so large screws, so glass production needs to continue.

There's a new forgotten beast in the lowest caverns. We haven't fully explored that area, it's just visible at the bottom of the pit in the south-east corner of the site. Or at least it was, when it first appeared. It seems to have gone off the radar. Try not to breach that cavern in the future.

We just had a wave of immigration; 22 new dwarves have joined our fortress in the last 2 months. I don't think that they had heard about the plague.

An Elven caravan arrived just as I went to save, so don't forget to deal with them.

It's hovering around 13-15 fps at the moment.

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 12, 2010, 08:39:19 am**

Phew, that was a close one, but Demonic Spoon lives on! I knew it was a bad idea to put him in the military.

Title: **Re: SparkGear X-TREME**
Post by: **64-bit** on **April 12, 2010, 09:19:02 am**

I have grabbed the save, and will get going

Title: **Re: SparkGear X-TREME**
Post by: **64-bit** on **April 12, 2010, 09:53:01 am**

there are 2 saves in the folder, which one should i be using? (i am going to try and figure it out, but i wont be able to play for a few hours)

Title: **Re: SparkGear X-TREME**
Post by: **Burnt Pies** on **April 12, 2010, 10:34:02 am**

Demonic Spoon is not a good choice for Sheriff. He's carrying a pick, and administers beatings.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 12, 2010, 10:44:21 am**

Sorry, Day Eleven B is the one to use. Day Eleven A is the timeline where Thrathnu got into the fort.

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 12, 2010, 02:01:58 pm**

Quote from: Burnt Pies on April 12, 2010, 10:34:02 am

Demonic Spoon is not a good choice for Sheriff. He's carrying a pick, and administers beatings.

What? That's the DWARVEN way of going about these sorts of things. Demonic Spoon for sheriff!

Title: Re: SparkGear X-TREME
Post by: LordSlowpoke on April 12, 2010, 02:10:58 pm

Quote from: Demon ic Spoon on April 12, 2010, 02:01:58 pm
Quote from: Burnt Pies on April 12, 2010, 10:34:02 am
Demon ic Spoon is not a good choice for Sheriff. He's carrying a pick, and administers beatings.
What? That's the DWARVEN way of going about these sorts of things. Demon ic Spoon for sheriff!

Axes are way more dwarven than that.

Title: Re: SparkGear X-TREME
Post by: Demonic Spoon on April 12, 2010, 02:26:10 pm

Yeah but it gets more into the area of captial punishment, we want the dwarves alive but severely wounded, not in thousands of pieces all over the place making tonnes of hauling jobs.

Title: Re: SparkGear X-TREME
Post by: LordSlowpoke on April 12, 2010, 02:55:40 pm

Who cares? It just gives you more time to practice axe usage when you're killing those haulers for not following your orders.

Title: Re: SparkGear X-TREME
Post by: db48x on April 12, 2010, 03:19:36 pm

Oh, I'd forgotten. Chaining the tigermen up next to the magma pool was interesting, but the first time through they all died of thirst. In timeline B I untied them in time for all but one to survive. They all made a beeline for the brook to slake their thirst.

Title: Re: SparkGear X-TREME
Post by: 64-bit on April 12, 2010, 05:33:38 pm

from the Journal of 64-bit, Lead Engineer
26th Opal, 1057

With the giant magma pump stack designed, and just needing to be built at this point, i thought i could lay back for a while. but now it appears, the entire fortress is looking at me for leadership. i may know a lot about pumps and gears, but nothing about leading a fortress. we are going to try and get this pump stack done, so that the sky and the magma can be reunited once again,

Title: Re: SparkGear X-TREME
Post by: n00bs4uce on April 12, 2010, 06:02:04 pm

Somehow I foresee the grand pump tower becoming the end of the fortress.....

Title: Re: SparkGear X-TREME
Post by: 64-bit on April 12, 2010, 06:59:22 pm

from the Journal of 64-bit, Lead Engineer
4th Granite, 1058

I can't walk 10 feet down here without stubbing my toe on a boulder*. whoever ran this place before thought it fit to just leave rocks laying around. we do have dwarfs launching some of the rocks into our neighborers land, but its not fast enough, and i have ordered a bunch of the stones cast into the magma sea.
(my fps is hovering between 16 and 20, lets hope this helps)

in other news, it seems we have a collection of tigerman chained up on a ledge**, and it seems they are dying of thirst. there is probably a very good reason why they are there, so i see fit to leave them.

* (my fps is hovering between 16 and 20, lets hope this helps)
**(apparently you didn't unchain them in timeline B, too bad for them)

Title: Re: SparkGear X-TREME
Post by: 64-bit on April 12, 2010, 07:29:13 pm

from the Journal of 64-bit, Lead Engineer

22

16th Granite, 1058
today a dwarf came up to me, and reported that one of the goblins we had in a cage had become quite attached to his iron pike. i didn't believe him, so i went and checked, sure enough, the goblin had become quite attached to his pike.
Spoiler (click to show/hide)



22nd Granite, 1058
15 dwarf migrants came to our fortress today. among them was a legendary miner, and a legendary wood burner. personally, wood burning doesn't seem to be a very demanding or skilled task, but he says otherwise. we also got a master milker and a grand master milker. most of the new immigrants have been tasked to complete the pump stack. we are in the process of designing a power plant to run everything.

Title: **Re: SparkGear X-TREME**
Post by: **Chaoseed** on **April 12, 2010, 08:12:39 pm**

Quote from: 64-bit on April 12, 2010, 07:29:13 pm

from the Journal of 64-bit, Lead Engineer

22

16th Granite, 1058
today a dwarf came up to me, and reported that one of the goblins we had in a cage had become quite attached to his iron pike. i didn't believe him, so i went and checked, sure enough, the goblin had become quite attached to his pike.

That sounds like it could require surgery.

Title: **Re: SparkGear X-TREME**
Post by: **64-bit** on **April 12, 2010, 11:09:51 pm**

so, apparently, the underground cave with the magnitite forgotten beast wasn't as sealed as well as i thought it was, and, cage traps didn't stop it. half the fort tried to bash it to death in the main staircase, but they couldn't. going to have to revert the save. at least im not going to bed anytime soon. walls are being built

Title: **Re: SparkGear X-TREME**
Post by: **64-bit** on **April 13, 2010, 12:32:11 am**

from the Journal of 64-bit, Lead Engineer

27th Granite, 1058
we have filled all of the holes to the underground cavern, i don't trust our cage traps to capture some of the stuff down there. we have gotten the pump stack up to floor 34, and its growing steadily. a project to divert part of the river for waterwheels has been started.

Title: **Re: SparkGear X-TREME**
Post by: **Chaoseed** on **April 13, 2010, 01:17:56 am**

Sounds like you're doing pretty well, 64-bit! :D

Just to let you guys know, I'm scheduled for tomorrow, but I'm not going to look at the save until 1PM Eastern US time at the earliest. (That's 5PM GMT, if my calculations are correct.)

Title: **Re: SparkGear X-TREME**
Post by: **64-bit** on **April 13, 2010, 02:05:18 am**

from the Journal of 64-bit, Lead Engineer
1st Felsite, 1058

Everything was going well, until this showed up, i don't really know what to call it, but it goes by the name sedme. we found it when it incinerated a farmer, down by the cliff were the tigermen used to be chained. it snuck in though another crack, this fortress seems to be more porous than pumice. if we survive this latest invasion, lots of new walls will be put up.

Spoiler (click to show/hide)



it would help if our military would actually respond to the threat at hand, but them seem content to wander in and out of the dining hall. the one solider that actually responded is fighting it on the main staircase, from a floor above it. he is unarmed but has manage to bruise it up a bit. lets hope someone will finally grab a weapon and finish it off so that we can plug that hole, and get back to the project at hand

Title: **Re: SparkGear X-TREME**
Post by: **Graebeard** on **April 13, 2010, 02:09:54 am**

Yeah, it seems like there's some bug where only one dwarf can wrestle a creature at once. All the other guys will ignore it. If you can throw some axxdwarfs at it you might have better luck.

Title: **Re: SparkGear X-TREME**
Post by: **64-bit** on **April 13, 2010, 02:49:52 am**

if thats the case, there is hope, as axdwarfs have been tasked to kill it, i guess i just have to wait for the now legendary wrestler to finally die. for a forgotten beast w/ fire breath, its really not that deadly. its causing a huge amount of paths to fail, and other stuff, dragging the framerate down to 4-7 ish.

seeing as i haven't actually gotten anything useful done before something sneaks in and jams up the staircase/fort, we should probably revert the save back one. if the next player realy wants my save, i can upload it, but, the only thing thats differnt is that a few more pumps are built, a area is dug out for power wheels by the river, and you have a non-leathal , but nearly immortal blue 3 tailed chicken that can breath fire jamming up the main staircase. i would go back again and try to get something done, but its nearly 3 am. maybe ill be able to get another turn in later, and actually get something done.

Advice for the next player: Seal the fortress off from the caves as soon as possible, because, the traps don't stop the forgotten beasts, and it seems you have a very good chance of getting one you can't kill.

Link to the save so you don't have to hunt for it <http://db48x.net/SGX/SGX%20Day%20Eleven.zip>
(<http://db48x.net/SGX/SGX%20Day%20Eleven.zip>)
use the save labeled save B

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 13, 2010, 08:28:25 am**

Either that or convince those dwarves to pick up an axe every now and then.

Title: **Re: SparkGear X-TREME**
Post by: **Graebeard** on **April 13, 2010, 10:23:10 am**

Yeah, Sedme came around way back during my turn. He's a bastard. He flies and toasts dwarfs for fun. I was worried he might come up through the Tigerman pen or the part of the central shaft that was only accessible by air.



Title: **Re: SparkGear X-TREME**
Post by: **Chaoseed** on **April 13, 2010, 02:00:59 pm**

I downloaded the save and looked at it, but I haven't done anything of note yet. I'll keep you guys updated.

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 13, 2010, 02:05:56 pm**

Are the tigermen still alive? How's my dwarf doing?

Title: **Re: SparkGear X-TREME**
Post by: **n00bs4uce** on **April 13, 2010, 03:16:49 pm**

I don't want to spoil the surprise and look at the save, so I'll just ask. How big is the embark? People are saying there are getting bad fps and I'm just wondering where I'd stand as far as fps is concerned.

Title: **Re: SparkGear X-TREME**
Post by: **Graebeard** on **April 13, 2010, 04:17:43 pm**

It's 4x3. I think the FPS problem is mostly due to all the animals, monsters, and captives.

Title: **Re: SparkGear X-TREME**
Post by: **Huggz** on **April 13, 2010, 04:37:45 pm**

Quote from: Graebeard on April 13, 2010, 04:17:43 pm
It's 4x3. I think the FPS problem is mostly due to all the animals, monsters, and captives.

Captives, eh? Im sure I can deal with that when it's my go :D

Title: **Re: SparkGear X-TREME**
Post by: **Chaoseed** on **April 13, 2010, 08:17:45 pm**

I'm getting a rather strange error...every time I save the game, it goes through "Saving game" and then when it goes to "Cleaning game objects" it crashes. It looks like the game IS saved, so I can still do stuff and not have my work lost.

However, 8 or 9 FPS. I've never played a fortress that slow. I'll do what I can, but I may not make much progress. :(

Title: **Re: SparkGear X-TREME**
Post by: **64-bit** on **April 13, 2010, 08:19:28 pm**

it did that crashing thing on close to me also, during cleaning game objects, everything worked fine save wize. i thought it was just my pc, odd.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 13, 2010, 10:34:05 pm**

31.03 is up, it might have some better lag reduction issues.

Otherwise, keep dumping your problems into the neighbor's yard. Works wonders.

Title: **Re: SparkGear X-TREME**
Post by: **Chaoseed** on **April 14, 2010, 02:37:58 am**

=====

Chaoseed's Journal, ?? Obsidian

I was carting stones through the magma pump stairwell and it suddenly hit me--gems, all over the place! How can we just fill this shaft with magma when there are all these precious gems?!?

=====

I'm afraid I threw a bit of a fit. The funny thing is, the miners started listening to me and digging out the gems. Hmmm, if they're willing to go along with my orders, maybe I have some other ideas to improve this place...it's not like anyone else knows what to do around here. Then I can just stand around and give orders!

=====

I've heard rumors of dark beasts wandering the underground. The other dwarves have been afraid for months that one will invade our diggings and throw us into chaos.

Well, no longer—I've walled up all the entrances to the underground! Suck it, Thrathnu!

=====

Who chained up all those tigersmen by the magma? And what purpose did those diggings serve? I stopped the diggings and freed all the tigers. Go, be free!

They were all rather thirsty. I've decided to build a well above the magma workshop area. Demonic Spoon seemed quite willing to help out, when I convinced him to stop engraving. (Why do we have to engrave EVERY hallway?)

=====

Lots of junk lying around. We need more bins and barrels. What metal do we have a lot of...eeny meeny mined-y nickel. Yes, nickel containers for everyone!

=====

Some farmer took over a workshop. We've got tons of everything EXCEPT shells; guess what he wants. I don't think this will end well.

=====

?? Granite

The well area is almost finished and enclosed. There's only one access from the underground proper into our stair shaft, and that only accessible to flying creatures; with a few more plans and orders, it will soon be walled off. Nearly all the gems are dug out. Yes, I think I'm getting the hang of this job!



...hey. Hey you. Want to be overseer?

=====

I built a few walls and a few pumps, but that's about it. The framerate makes it next to impossible to do anything. :(I THINK Ngathi can't bother us, but I guess we'll see. ;) I know I have a few hours left, but I need to get to sleep. Good luck to the next player!

SparkGear Day 12! Download it here! Click this yellow text! (http://chaoseed.com/sparkgear/sgx_12.zip)

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 14, 2010, 03:04:36 am**

huh. it appears that someone reverted to a time before my turn happened. all that work on the magma pump...

Title: **Re: SparkGear X-TREME**
Post by: **Xieg** on **April 14, 2010, 08:13:42 am**

Snagged. Lets see what I can do with this mess, shall we?

Sweet Armok the lag. Managing to squeeze out 13 FPS. Dumping rocks like mad, working on the pump tower, but its already crashed 4 times. Ah well, 24 hours for me to finish and use the magma pumps.

Title: **Re: SparkGear X-TREME**
Post by: **n00bs4uce** on **April 14, 2010, 01:22:09 pm**

Is it just me or do like half of every forgotten beast needs a trunk?

Title: **Re: SparkGear X-TREME**
Post by: **Chaoseed** on **April 14, 2010, 02:11:01 pm**

Quote from: db48x on April 14, 2010, 03:04:36 am

huh. it appears that someone reverted to a time before my turn happened. all that work on the magma pump...

64-bit said to use "save B", so that's what I did...

shrug :(

Title: **Re: SparkGear X-TREME**
Post by: **64-bit** on **April 14, 2010, 02:35:16 pm**

the only turn i reverted was my own, back to the end of db48x.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 14, 2010, 03:29:23 pm**

Quote from: n00bs4uce on April 14, 2010, 01:22:09 pm

Is it just me or do like half of every forgotten beast needs a trunk?

Is it just me or is noobsauce's avatar even more wtf inducing than mine? Seriously, you could live off that thing for a week!

Title: **Re: SparkGear X-TREME**
Post by: **n00bs4uce** on **April 14, 2010, 03:35:02 pm**

Quote from: Samoorai on April 14, 2010, 03:29:23 pm

Quote from: n00bs4uce on April 14, 2010, 01:22:09 pm

Is it just me or do like half of every forgotten beast needs a trunk?

Is it just me or is noobsauce's avatar even more wtf inducing than mine? Seriously, you could live off that thing for a week!

In case you didn't catch it, the last few seconds is them pouring chili into the bag.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 14, 2010, 08:45:57 pm**

Week 4 is now open for claimage.

Title: **Re: SparkGear X-TREME**
Post by: **Xieg** on **April 15, 2010, 02:10:42 am**

Few more hours to go, but let me just say oh good god the lag. I improved it through mass slaughter for a bit, then it dropped the FPS to 9 inexplicably. The pump stack has been troublesome in that everytime a lower unbuilt pump was canceled by our head-up-their-arse dwarves it ruined every pump above it as they were apparently hanging from a pump that did no exist. Got a system working now and I may even have the stack finished, or atleast mostly finished, and even magma safe, by the time my turn is over.

Have also devised a way to possibly kill Thrathnu, but I may not have the time to implement it before morning rolls around. Wish me luck.

Oh, and Edit: Everytime I see noob's pic, I have the unholy desire to make and then eat whatever that is.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 15, 2010, 06:28:26 am**

Sign me up for another turn; whatever's available.

Title: **Re: SparkGear X-TREME**
Post by: **Xieg** on **April 15, 2010, 06:50:28 am**

I've been with this fort for a while, being the 10th seat in the Portals of Ringing. That's right, I'm just a soldier. Seen plenty of action here. We get everything in Sparkgear Devourer of Birds. Goblins, Elves, Humans, Subterranean beasts, and even Forgotten Horrors that slither and twitch up from the bowels of insanity itself. But nothing ever prepared me for being dragged aside, given the reigns of power, and told to make this Atir-damned pump tower work. And it started with the following observation:

Quote from: Excerpt from the journal of Xieg Bustarch

12th Granite 1058.
Magama pumps with copper parts.... Who thought that was a good idea? Seriously?

It only got worse from there. To my dismay I discovered all the pumps above it were hanging off three copper pumps at the base. Turn it on and they would melt, causing the whole tower to collapse. The only option was to disassemble the copper pumps, which made everything collapse anyway. Noone was hurt, and the copper parts have since been ordered to be melted down into ingots for some future projects.

Progress was finally being made. A stockpile was designated to remove all the pump components from the tower shaft to make construction easier. We were above the base with actual work and designation for more had been set upwards of 65 levels. Some enterprising dwarves even started to work on pumps at the top, speeding things up ever faster.

Then the crab showed up.

Yes a crab, not just any crab. Ngathi Aceowom, a giant white crab... with a trunk... that sprayed webs. It strangled the bears guarding the central stair in the first level caverns and scuttled through the workforce, interrupting jobs everywhere. A child showed some amazing courage and pummeled the thing into submission until the military arrived. After three days of combat, Burnt Savagekind finished him off.

After that diversion, I returned to the pump project. Some middle management twit decided to cancel everything. Parts were strewn about everywhere and any progress that had been made was ruined. And once everything was setup, Sedme flew out of the old tigerman pit and tried to set several dwarves on fire. Another three day beat down and Sedme was dead.

And ofcourse pumps undesignated and parts were everywhere. Cleanup round three and start up again. This time I ordered a mechanism to be placed in the center of the stack to give an additional anchor to prevent mass collapse like the last three times. And then.. Well I think this describes it best:

Quote from: Excerpt from the journal of Xieg Bustarch

19th Galena 1058
Siegedamnit... Lets see if I can arrange for everyone to not die today.

Crap crap crap crap, whole squads of marksgoblins. Raise the bridge, raise the bridge, raise the bridge!

Well, both elvish and human traders were slaughtered, and one of our tigermen were caught outside, but no terrible losses. A mess of trade goods, metal goods, and general loot out there for when we are feeling adventurous.

The panic caused a mess of suspensions, but no major collapse. The new construction system was more involved on the management end, but it worked.

As the pumps climbed higher, I discovered a problem. Thrathnu was scaring the workers. For days he would swim in the pools on his cavern level, and occasionally come out and spook the dwarves. I have, however devised a plan. I have carved a magma channel out to be fed by the pump tower. This will pour directly into his favorite loitering spot in the water. Open the flood gate, shower him in magma, close the gate, problem solved. All I needed was the damn tower to finish... Well about that...

Quote from: Excerpt from the journal of Xieg Bustarch
9th Sandstone 1058 New visitor today. Cuthabe, a shelled blob. And its made of steam. What the hell was the world like before we dwarves came along?
Well... He isn't much... The guard eagles at the cavern entrance have the situation well in hand. He doesn't seem to be hurting them much either... Yet he just won't die... Monitoring the situation and may seal off that stairway and dig a new one.
Yeah, sealing it. He doesn't seem to be dying anytime soon, and the Eagles are looking tired. Although I haven't seen a dwarfier bird. Godspeed little ones, and may you one day win.

And then after routing the stairs, in early 1059, we get another visitor. Unfortunately it was sealed in Thrathnu's cavern, so I was unable to rally the men to dispatch of him.

Quote from: Excerpt from the journal of Xieg Bustarch
15th Granite 1059 A new visitor. Made of water... Heard these pop like balloons when hit. Too bad I think he's in the same cavern asn Thrathnu. Need to deal with magnetite man first.

Finally, two things have broken me. The first? I got black out sober for a period of a week. When I came to I had crafted a crown. Of gypsum. With donkeys on it. I don't even like the fleabags!

The other? Well... Look outside... We can no longer go above ground as we have a bronze colossus stomping around up there. As if that wasn't bad enough, the goblins have decided to pay us another visit. As if there wasn't enough blood in the fields anyway. When those two forces meet its going to be hell. And I want to be watching from a safe spot on the wall.

All I can say is I quit.

Long story short. Forgotten Beasts out the yingyang, a megabeast, sieges, and some progress on the magma tower. Also, Thrathnu should be killable if someone ever gets it working. He likes to hang around the area marked by SHift F4. The cinnabar lever in the lever room will open the floodgate that will one day unleash sweet magma on his head, but that requires someone to finish the damn tower.

Oh and don't remove that colbalt gear, its the only thing holding up half the stack of pumps.

SAVE (http://dffd.wimbli.com/file.php?id=2110)

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 15, 2010, 08:19:38 am**

Awesomeness! :D Also, tigermen and grizzlies dead?! NOOO!! :'(We need to flood everything with magma, it's the only way.

Title: **Re: SparkGear X-TREME**
Post by: **Burnt Pies** on **April 15, 2010, 08:41:18 am**

I killed someone? I didn't even know I was in the military!

Title: **Re: SparkGear X-TREME**
Post by: **Huggz** on **April 15, 2010, 10:51:27 am**

Sorry guys, been a bit busy today, picking up the save now :P

Title: **Re: SparkGear X-TREME**
Post by: **Huggz** on **April 15, 2010, 12:12:20 pm**

Ok, sorry but I am getting a consistent 4-ish FPS. I left DF running for about half an hour and three days passed. At that rate, it would take around 6 hours of constant running just to do my turn. Sorry, but I just dont have that much time to dedicate to watching dwarves move one step every few seconds... Someone with a better PC can take my turn. Please dorf me though :P

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 15, 2010, 01:04:32 pm**

Sorry to hear that Huggz. I suppose I'll take another turn. Do you have any preferences on which dwarf you want?

Also, I signed up for a turn in the fourth week, but go ahead and postpone me into the fifth week.

Title: **Re: SparkGear X-TREME**
Post by: **Huggz** on **April 15, 2010, 01:13:18 pm**

Preferably omeone in the army :P

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 15, 2010, 02:05:36 pm**

Quote from: Huggz on April 15, 2010, 01:13:18 pm
Preferably omeone in the army :P

Done. I gave you a siege engineer.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 15, 2010, 02:24:57 pm**

The fight between the goblin/troll army and the bronze colossus is going slowly. They've managed to almost entirely disable the colossus, while it's only killed one troll. I guess they'll be out there for a long time.

Title: **Re: SparkGear X-TREME**
Post by: **Xieg** on **April 15, 2010, 03:09:18 pm**

I had the game running for about 23 hours on my laptop, and I only just got through a year. Would come back every 20 or so minutes and setup a new set of pumps. If it wasn't for all those interruptions we would have had a magma death machine already.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 15, 2010, 03:26:53 pm**

Yea, it's running pretty slowly: 8 FPS

Slowly getting things done. All the goblins have left, and the bronze colossus has taken to chasing the last few trolls around. At some point he got a lot more dangerous. For quite a while he didn't kill any of the combatants, but he after a while he managed to kill half a dozen or so of them, so they ran away.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 15, 2010, 03:46:46 pm**

Heh, I've been working steadily on the pump tower, ignoring the battle outside, and when I finally do go back to look, the bronze colossus has gotten himself caught in one of the cage traps out in the middle of the field. That just leaves a single troll.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 15, 2010, 04:36:24 pm**

So, we sallied forth into the glare of the daystar to rid ourselves of the last of the invaders, a single troll. I was the one dual-wielding battle axes. Huggz, you brought a hunk of cow cheese. As we were marshaling in front of the gates, you decided to take it back inside to a stockpile. We waited for you though, and soon charged into the field against our foe. About half way across the field of battle, I realized that it was past my bedtime and so went to go lie down. The rest of you weren't fast enough to properly engage the enemy, who kept dodging your attacks and then outdistancing you by many urists. Back and forth across the fields our valiant militia chased the hideous troll, until several days later and through no fault of our own, it was caught in one of the cage traps above the entrance to the fort. A great cheer echoed through the halls and down the great staircase, each dwarf taking it up in turn to spread the news. In we rushed, for hunting trolls is thirsty work, and this is as good an excuse as any to throw a party.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 15, 2010, 04:56:31 pm**

Quote from: db48x on April 15, 2010, 04:36:24 pm
So, we sallied forth into the glare of the daystar to rid ourselves of the last of the invaders, a single troll. I was the one dual-wielding battle axes. Huggz, you brought a hunk of cow cheese. As we were marshaling in front of the gates, you decided to take it back inside to a stockpile. We waited for you though, and soon charged into the field against our foe. About half way across the field of battle, I realized that it was past my bedtime and so went to go lie down. The rest of you weren't fast enough to properly engage the enemy, who kept dodging your attacks and then outdistancing you by many **heisenburgs**. Back and forth across the fields our valiant militia chased the hideous troll, until several days later and through no fault of our own, it was caught in one of the cage traps above the entrance to the fort. A great cheer echoed through the halls and down the great staircase, each dwarf taking it up in turn to spread the news. In we rushed, for hunting trolls is thirsty work, and this is as good an excuse as any to throw a party.

Fixed.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 15, 2010, 05:28:30 pm**

:)

Title: **Re: SparkGear X-TREME**
Post by: **Graebeard** on **April 15, 2010, 05:58:27 pm**

Quote from: db48x on April 15, 2010, 03:46:46 pm
Heh, I've been working steadily on the pump tower, ignoring the battle outside, and when I finally do go back to look, the bronze colossus has gotten himself caught in one of the cage traps out in the middle of the field. That just leaves a single troll.

Yes.

Does anyone know if these jerks are killable in 31.03? We may have to experiment with a several hundred z-level drop if no one has done that kind of science to them yet.

Quote from: db48x on April 15, 2010, 03:26:53 pm
Slowly getting things done. All the goblins have left, and the bronze colossus has taken to chasing the last few trolls around. At some point he got a lot more dangerous. For quite a while he didn't kill any of the combatants, but he after a while he managed to kill half a dozen or so of them, so they ran away.

It seems like all the units level up with experience, not just the good guys. I can't support this with facts, but that's been my experience so far.

Title: **Re: SparkGear X-TREME**
Post by: **Burnt Pies** on **April 15, 2010, 06:43:36 pm**

I've heard colossi are more dangerous without hands or feet, as well.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 15, 2010, 07:27:25 pm**

Quote from: Burnt Pies on April 15, 2010, 06:43:36 pm
I've heard colossi are more dangerous without hands or feet, as well.

Hah, that's actually pretty hilarious. I believe the only thing not broken and red are his left hand and foot. 50% dangerous?

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 16, 2010, 12:26:52 am**

Well, we had been making such good progress. The forgotten beast Sospin got in somehow. He didn't pop like the last forgotten beast made of water. Instead, he squished 8 dwarves before I managed to get the militia sorted out. I finally got one squad to follow orders (dead militia captains, grr) and they met him in the barracks. Burnt, you and I died, along with 10 other dwarves. The Beast's two tails have been lopped off, but he keeps bumping into us, occasionally crushing our skulls in the process.

The really bad thing is that I have no idea how he got inside. He first started causing trouble all the way down in the magma forge area. It's possible he slipped past the fight between Cuthabe and the giant eagles and didn't encounter anyone on the stairs on the way down,

but I'm not sure. I had already finised closing up the exposed aerial route in via the second cavern, and anyway I don't think he can fly.

I'm going to take a break and then revert to my save from a few hours ago.

Title: **Re: SparkGear X-TREME**
Post by: **Xieg** on **April 16, 2010, 02:48:58 am**

Ouch, I thought I had sealed that off. Must have missed something.

Although I guess its good that the eagles are still alive and kicking. Those are some badass birds to take on tangling with a steam blob for eternity.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 16, 2010, 03:08:41 am**

Just so you all know, I won't be starting my turn right on time. I have some stuff to do, then I need to sleep. No passing me though, because I will be taking my turn. And by the sounds of things I'll be designing a few death corridors, like the one in my sig'd fortress. VERY effective.

BTW, what do we want done with the magma? Do we just want a furnace area closer to the rest of the fortress, or some sort of boatmurdered-esque surface doomsday weapon too?

Title: **Re: SparkGear X-TREME**
Post by: **n00bs4uce** on **April 16, 2010, 03:19:29 am**

DOOMSDAY

FIRST AND FINAL SOLUTION TO ANY AND EVERYTHING HOSTILE.

Title: **Re: SparkGear X-TREME**
Post by: **Xieg** on **April 16, 2010, 05:54:06 am**

I thought the first answer was the brand new Bronze Colossus we have caged up? Why drown the map when maiming will work?

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 16, 2010, 08:59:46 am**

Quote from: Graebeard on April 15, 2010, 05:58:27 pm
Does anyone know if these jerks are killable in 31.03? We may have to experiment with a several hundred z-level drop if no one has done that kind of science to them yet.

We also have lots of magma. I'm sure we can figure something out. :)

Quote from: Samoorai on April 16, 2010, 03:08:41 am
Just so you all know, I won't be starting my turn right on time. I have some stuff to do, then I need to sleep. No passing me though, because I will be taking my turn. And by the sounds of things I'll be designing a few death corridors, like the one in my sig'd fortress. VERY effective.

Whew. I overslept, so that's good. You didn't say how long you would be, so I'm going to guess that it'll be more than three or four hours, or you wouldn't have mentioned it. If you don't mind, I'm going to take a little more time. Just give me a holler when you're ready, if I haven't already posted it.

Quote
BTW, what do we want done with the magma? Do we just want a furnace area closer to the rest of the fortress, or some sort of boatmurdered-esque surface doomsday weapon too?

A forge area inside the main fortress would be very welcome; there's currently quite a lot of walking back and forth (or up and down) to the current set of forges.

Obviously we'll want a doomsday weapon of some sort in addition.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 16, 2010, 04:16:18 pm**

Quote
Engraved on the wall is a masterfully designed image of Graebeard Ferncraft the dwarf and dwarves by Momuz Ushrirkudst. The dwarves are refusing Graebeard Ferncraft. Graebeard Ferncraft looks dejected. The artwork relates to the removal of the dwarf Graebeard Ferncraft from the position of militia captain of The Labyrinthine Helm in the midwinter of 1057.

Sorry dude. :D

There's one of Barbarossa weeping and another Demon Spoon looking confused, too. :)

Also, one of me admiring a crossbow, which is pretty cool.

Title: **Re: SparkGear X-TREME**
Post by: **Diarrhea Ferret** on **April 16, 2010, 05:04:18 pm**

w00t keep it up lads.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 16, 2010, 06:27:12 pm**

k, I'm up. Save file me!

EDIT: He's offline! The fiend!

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 16, 2010, 06:47:07 pm**

Sure thing, be just a moment...

Save. (http://db48x.net/SGX/SGX_Day_Fourteen.zip)

If there's no waterfall down the main staircase, then I've screwed it up again. Please let me know...

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 16, 2010, 07:06:44 pm**

I decided to do a mini-megaproject for my turn. Because we have 30+ dwarves in the infirmary with the plague, we're going to have a lot of deaths at some point in the future. To help cope with the resulting blow to morale, I decided that everyone needed to walk through a waterfall from time to time. I've set up some pumps inside the surface fortifications to bring water up two heisenburgs, which a sluice-way carries over to the central stairway and down into four vertical columes, evenly spaced around the interior portion of the stairwell. This should give a good distribution of soothing, calming mist that will dampen any future mood swings (hur hur).

Thank you, Samoorai, for letting me know that you wouldn't be starting right away. Without that, I wouldn't have been able to finish the waterfall. In fact, the dwarves had only just finished moving the excavated gems out of the drain, so it's only been running for a few game days, about 45 minutes or so. The water hasn't even reached the end of the drain. :)

In other respects the fortress progressed slowly but steadily along the lines set by my forebears. A fair number of new pumps have been installed in the pump tower (although I did not meet my goal of joining up the two sections), and walls have been built on every floor that has a pump so as to prevent leaks.

After dealing with the previous invasion by cunningly trapping the colossus in a cage, we were able to clear some of the litter from the surface. However, this didn't leave much labor for other, more important jobs, so much of it is still out there.

I sold the dwarven caravan animals, and bought gems, wood and stone blocks. We don't really need much of those, but it was a good opportunity to get rid of a bunch of caged animals, which is a good thing.

We're currently under siege. I attempted to drown a number of the goblins by flooding the entrance, only to discover that some idiot had built the outer bridge incorrectly, with the result that most of the water escaped into the open field, and nobody actually drowned. Someone will need to be flogged. Three or four of the goblins managed to get into the depot area just before the bridge there was raised, but we were waiting in readiness for such an occasion and dispatched them quite quickly. If it weren't for the bowgoblins out there, we would just march out and stomp all over them, rather than stay inside.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 16, 2010, 07:31:37 pm**

Samoorai's spirit drifted in the ether. Having been struck down by a lowly disease before his grand design was completed, his spirit was unable to rest easy. After several years of searching, he finally managed to push his way back to his home, Sparkgear. Mind you, he'd come across 9 others somehow. As he emerged back into the real world he looked around, hoping to see his mighty construction completed. Instead, he was greeted with chaos. This would not do. he immediately began searching for a dwarf suitable enough for him to possess...

FOUND HIM!

Stukos Udibamal has been possessed!
Stukos Udibamal has changed his title to Vessel of Samoorai!

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 16, 2010, 07:32:34 pm**

Uploaded to DFMA. (<http://mkv25.net/dfma/poi-22810-lovelymist>)

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 16, 2010, 08:18:55 pm**

Okay, seriously, this place is messed up. I actually considering flooding the whole place with magma, including the fortress. Why would we ever need 218 crutches? The 348 animals aren't helping at all either.

Although, if I did fill the fortress with magma, I could also put in a system to drain it for the reclaim team. Floodgate into the lower cavern, lever on the surface, and voila, one holy cleansing of Armok!

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 16, 2010, 08:56:37 pm**

I put it to a vote. Do I fill the fortress/rest of world with magma, killing everything, and allowing a reclaim team to come, pull a lever, and watch the magma slowly drain out? Or do we try and continue on with this horrid diseased mess, with nearly 4 times as many animals as dwarves, and probably more captive goblins and trolls than dwarves too?

BTW, saw another thread on here suggesting the plague might have been started by demon blood.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 16, 2010, 09:19:48 pm**

db48x added on the 23rd. Sorry for not posting very often in the past few days, been busy with Track.

Title: **Re: SparkGear X-TREME**
Post by: **Graebeard** on **April 16, 2010, 09:25:04 pm**

I'd guess most of the random crap and animals are from the slaughtered caravans.

In keeping with my character, I must endorse the cleansing fire. Just be sure not to accidentally flood the underground caverns with magma as they would probably take years and years to fill. Don't forget the well shaft.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 16, 2010, 09:28:57 pm**

I say we go for the middle ground. Flood the place with water, cap'n!

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 16, 2010, 09:30:47 pm**

Yea, the plague is from contact with the demon's blood. Supposedly doctors are supposed to be able to diagnose that sort of thing, and prescribe an antidote, but it's never happened. To be honest, I wouldn't count on a magma flood getting rid of the plague. One spatter of

infected blood left will restart the entire thing, and I doubt the magma will get rid of any of them. Water only spreads them around, magma will probably just do the same. Perhaps a controlled test first?

As for the crutches, animals, toys, cages and other crap, every single caravan brings them and not all caravans have left intact. Many elven caravans were stripped and sent away empty, several have fallen to goblins, etc. Only half a dozen animals have actually been purchased in fair trade :) Also, it's rather funny to export animals that will only spread the plague further :D

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 16, 2010, 10:08:49 pm**

Oh, it gets worse. Because Spoon's in charge of almost everything, since he started rotting we have no broker or bookkeeper or anything. We can't even swap him out for a healthy dwarf. As far as I can see, this fortress is pretty much doomed. Flooding the place with water might work out a little better for what I had planned, but that would mean we would lose the bottom forge level forever.

Current tally:
2 votes for flaming/watery death
0 against

BTW, Huggz just gave birth to a girl.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 16, 2010, 10:19:32 pm**

I vote against, but why would we lose the forge level forever?

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 16, 2010, 10:45:03 pm**

Well, possibly not forever, but it would be hard to empty

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 16, 2010, 10:48:51 pm**

but why bother? just dig a new one. one or two new pumps to get magma from the new source into the existing pump tower, etc. It would just be that room that's full of water, not the whole level

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 16, 2010, 11:08:06 pm**

Oh no, the magma pump will be fine, just the forge area around it.

I have another problem. For some reason, the second set of pumps that feed the moat are unpowered. I'm guessing someone got rid of that windmill and sealed them off. That wouldn't be so bad, but my dwarves won't go outside to unseal them so they can be re-powered. Of course, since the moat now feeds the waterfall too, it's drained to the point where goblins have used the moat as an entry point for an ambush.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 16, 2010, 11:19:22 pm**

awesome. could a an invader have destroyed the windmill? several times I've had trolls wander around tearing down everything. I guess once they got into the waterworks they tore down the flood gates?

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 16, 2010, 11:25:29 pm**

Yea, the windmill is missing in my copy as well. one squad of goblins walked right past it to get to the front gate, so I bet they took it out at the same time. I wish I had noticed how unprotected it was

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 16, 2010, 11:38:19 pm**

No, all the floodgates are still there. No trolls in the ambush. But still no-one is going outside to tear down the wall/floor so I can power up the moat again

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 16, 2010, 11:40:17 pm**

Then how did they use the moat to stage an ambush?

Also, if it's safe to go outside, go to the military screen, alerts page, select Inactive2 and hit enter. That'll set all of the civilians back to the Inactive alert, which will let them out of the burrow that they're in.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 16, 2010, 11:54:56 pm**

I have no idea how they got in, they just appeared in the moat area just south of the demon corpse in an **Ambush!**

Update: we have 36 dwarves out of 94 that are not resting. 6 of those are children/infants. The hospital corridor is covered in blood. The surface area around the waterfall is covered in 4-5 pages of pus and blood of varying depths. Also, my vote is firmly for doom.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 17, 2010, 12:27:01 am**

awesome, we're using corpses as landmarks :)

I don't think flooding the fort will get rid of the bloodstains. Flooding the entrance just moved the stains around.

Title: **Re: SparkGear X-TREME**
Post by: **n00bs4uce** on **April 17, 2010, 12:30:57 am**

LET THE HOLY BLOOD OF ARMOK CLEANSE THE WEAK AND LET THOSE WHO ARE WORTHY RISE UP THROUGH THE FIRES INTO IMMORTALITY.

seriously though, try to record it for great justice.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 17, 2010, 12:35:08 am**

If it's going to be anything it'll have to be water. I don't think I'm going to have time for a magma death system, purely due to the rate of disease. there are only 25 non-resting dwarves, 4 are children and 1 is an infant. Even one of the working dwarves has a rotten lip. We may simply lose the fortress to disease.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 17, 2010, 01:40:07 am**

Down to 19 out of 91 healthies, of which 5 are little dwarflings. Those left are working hard to finish the magma pumps.

Title: **Re: SparkGear X-TREME**
Post by: **n00bs4uce** on **April 17, 2010, 02:09:59 am**

Operation FUCK EVERYTHING is well underway.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 17, 2010, 02:15:07 am**

Oddly enough, we just got 8 immigrants. Idiots. That would probably put construction back on track, if a forgotten beast hadn't gotten in through the lower forge irrigation system. Sospin, a blob of water with two tails. He's currently destroying everything in the lower forge. I've sent our entire military (all 2 of them) to deal with him.

Title: **Re: SparkGear X-TREME**
Post by: **n00bs4uce** on **April 17, 2010, 02:17:23 am**

He should probably promptly pop upon combat entry if he's made of water.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 17, 2010, 02:19:03 am**

SON OF A BITCH! He just destroyed the second bottom pump stack, which destroyed EVERY SINGLE PUMP ABOVE IT! SON OF A BITCH!!!

Okay, not every single pump. For some reason there was an unconstructed pump somewhere in the stack, which caused an interrupt in the destruction chain. So while not all is lost, it's still a GIGANTIC set back.

Title: **Re: SparkGear X-TREME**
Post by: **n00bs4uce** on **April 17, 2010, 02:55:14 am**

Forgotten Beast: Hey Guys. How y'all doing? It's been a while since I've seen such lively little guys and gals, woke me up.

Samoorai: Go away, we're busy.

Forgotten Beast: Oh don't mind me. I'll stay out of the way. I think I'll just go stroll around and introduce myself to everyone.

Samoorai: No, Fuck You. Go away. There's nobody to introduce yourself, at least soon there won't be.....

Forgotten Beast: Oh don't be such a sour puss.....hey what's this big tower of thingamajigs

Samoorai: Get away from that, NO DON'T TOU-

Forgotten Beast: Hey what's this do?

crash

Samoorai: AAARRRGGGGUUUUUAAHAHHUHAFUUUUUCKKKKING HELL

Forgotten Beast: Oopsy, my bad.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 17, 2010, 03:05:46 am**

I've got three dwarves fighting it now, and every hit results in "breaking away the rest of the tissue!" It ain't dying though. And of course because of it's location I can't rebuild the pump stack.

On a lighter note, Gamegreen got sick of the smell of dying dwarves in the hospital. She (dwarf gender at least) has gone beserk and is now wailing on all the other infected dwarves.

Title: **Re: SparkGear X-TREME**
Post by: **n00bs4uce** on **April 17, 2010, 03:07:53 am**

Quote from: [Samoorai](#) on April 17, 2010, 03:05:46 am
On a lighter note, Gamegreen got sick of the smell of dying dwarves in the hospital. She (dwarf gender at least) has gone beserk and is now wailing on all the other infected dwarves.

EL
OH
EL

I think her killing may force the fort into a good 'ol fashioned tantrum spiral.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 17, 2010, 03:31:05 am**

Okay, things are officially screwed now. Because of the pump stack destruction, not only is it now impossible to flood the fortress with magma, the magma pump system will be ruined if I flood it with water. The forgotten beast can't be killed (shock!) but it CAN kill our remaining military. Those frigging elves have decided that the best way to leave the fort was to waltz through the now 7 page long blood and pus piles and through our mostly drained (and no longer blue) moat. The moat that is used to irrigate the farms. We can't even rely on gamegreen to cause a spiral, because she's too weak to do damage to an bedridden plague dwarf. And to top it all off, I haven't saved at all since I started playing, so if I save scum I'm going WAY back.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 17, 2010, 04:22:57 am**

And to top it all off, another siege has arrived. So I put it to another vote. Let them in and hasten our doom? Or seal us off and let our rotting flesh fester until we go mad from the stench?

19 out of 81 left, 4 children

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 17, 2010, 05:23:52 am**

Well, that was a tad epic. db48x, the self titled "badass" seems to have actually earned that title. As soon as the siege came I ordered the inner drawbridge to be raised. The false mayor erith, who has somehow avoided the plague, decided he would pull the lever. Of course, he was somewhere near the magma forge level. While his fat, delusional ass plodded up the stairs, I ordered db48x, our only surviving military dwarf, to guard the entrance. Though he was still wounded from his failed fight with Sospin, he took up the line. The first few gobbos actually turned back once they saw him. Only once the hammer lord marched forward did the others find the courage to face our "badass". db48x promptly blocked the hammer lord's strike and lopped off the gobbo's arm. Literally, that's what happened. Around 6 goblins made it past the bridge before it was raised, but db48x took care of them too. A cat and a horse died, but the fortress is secure, for now at least. I'll keep it running, since my turn's almost up.

BTW, a human caravan arrived right before the siege, so they're pretty much doomed.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 17, 2010, 05:31:24 am**

I was wrong, we're not secure. Trolls got in through the depleted moat and smashed through the floodgates. Time for squishy doom.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 17, 2010, 06:56:28 am**

K, I'm done. 10 healthy adults and 5 healthy children out of 53, and down to 221 animals. Our resident badass is now an axelord, and there's 2-3 squads of swordgobs trapped in the entrance. Once the windmill is rebuilt (again! wall it off once it's done) and the moat refilled, downing goblin goodness can ensue. Sospin's still hanging around the bottom level. I think he's trying to destroy the artifact bed down there. All in all, my turn kinda sucked. Many many deaths, and negative progress on the pump stack. Note to others, build them one at a time! I suggest two options: Wait for disease to claim everyone, or let the gobbos in to finish everyone off. Then Barb can reclaim on his go!

Save: <http://dff.d.wimbli.com/file.php?id=2134> (<http://dff.d.wimbli.com/file.php?id=2134>)

Title: **Re: SparkGear X-TREME**
Post by: **Diarrhea Ferret** on **April 17, 2010, 09:50:40 am**

New sig thanks noobs4sauce

Epic Sparkgear!, samoorai yor turn has so far been the funniest

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 17, 2010, 11:37:29 am**

Wow. I didn't suspect he was that badass.

There were only 30 dwarves sick when I ended my turn. Two-thirds of the fortress was healthy, or at least asymptomatic.

As for Sospin, he's the reason I had to revert during my turn. Luckily, I only lost a few hours. It's simply not true that all water-based forgotten beasts pop on contact.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 17, 2010, 01:24:56 pm**

The fort is in a pretty dire situation now. There are corpses of dead dwarves, goblins, trolls and domesticated animals everywhere. They never built the new coffins in the newly dug tombs (we forgot to extend the 'stay inside' burrow to encompass them, oops).

I guess all that's left to do is to send 'db48x' The Badass back into battle and see how many he can kill before he is overwhelmed, then reclaim the fort.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 17, 2010, 03:27:31 pm**

I've uploaded it to DFMA (<http://mkv25.net/dfma/poi-22849-diningroom>). If I've left any points of interest unmarked, feel free to add them.

Title: **Re: SparkGear X-TREME**
Post by: **Xieg** on **April 17, 2010, 03:31:30 pm**

Reclaim is going to be hell. Just imagine all the crap that will be strewn about for the return party.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 17, 2010, 08:02:59 pm**

I guess LordSlowPoke is MIA

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 18, 2010, 06:50:35 am**

Looks like Barb gets to play the downfall and possible reclaim. Lesson for next time: If a demon comes, kill it very far away, then forbid all it's gear and it's corpse and restrict traffic all around it. Burn if possible.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 18, 2010, 12:25:25 pm**

Downloading. I'm just going to reclaim this.

I'm going to see if I can't purge the landscape via extreme violence.

Title: **Re: SparkGear X-TREME**
Post by: **LordSlowpoke** on **April 18, 2010, 12:42:28 pm**

Yeah, you can count me as MIA. Cavebrands and it's invictible goblins (tm) have me in for the today or tomorrow at the very least.. Can I get 24'th?

Title: **Re: SparkGear X-TREME**
Post by: **n00bs4uce** on **April 18, 2010, 01:08:38 pm**

I vote for the goal of the Reclaim to be to complete the magma works and rid Sparkgear and it's plague from the world.

Title: **Re: SparkGear X-TREME**
Post by: **skaltum** on **April 18, 2010, 02:17:48 pm**

hey barbeque wheres mah updaete? ;)

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 18, 2010, 03:22:15 pm**

This is hilarious. Awesome Sparkgear is awesome. And I will take the fortress down with me!

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 18, 2010, 04:23:36 pm**

I finally got the save to work. The fortress crumbled to its end when the besiegers found a way in and started hacking up the dying folks. While the few people that were rotting in their rooms starved to death, all of the goblins began to rot in place.

A bold new party of adventurers shall reclaim this land! Actual story post coming soon!

Title: **Re: SparkGear X-TREME**
Post by: **skaltum** on **April 18, 2010, 04:37:18 pm**

for the next one i recomend the genesis mod. it's a nasty peice of work with coal lung diseases. poisons from wyverns etc and more stuff for the neighbors yard XD

awww shame about the fort C'MON BARB! this isn't your normal run. where private ryan!? and DS i sense a [Spoiler](#) (click to show/hide)
Space Project!

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 18, 2010, 08:03:40 pm**

Story will come later, have no worries, skaltum.

One question; shall I reclaim as the small group of people who survived fleeing elsewhere, or shall I try (for the eighth time) to reclaim the fort? Every time I reclaim, I end up dead within six days. Through adventure mode, I've been able to get a few artifacts out to a nearby town.

One more; document the exploits of the seven survivors who got out, or rot apart in six days?

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 18, 2010, 09:24:50 pm**

Quick story update before I move on to stage two.

The horrors of Sparkgear the Devourer of Birds have taken their toll. In that fetid mess there were beasts of terrible bulk who caused absolute terror in the hearts of any who wandered near. There were veritable *lakes* of pus and ichor. The halls were slippery with blood and rotted limbs. Goblins took the gateway, forcing us to claw out the other side of the fort. But that was our doom. Water burst forth from the tunnel, turning the already sticky floor into a gooey swamp. Many of us drowned in the tunnel, our rotting throats clogged by gobs of flesh from who knows what. With a burst of activity, we eventually contained the leak.

Although we stopped the water, the drawbridge that stopped the flow of water started a flow of goblins. The bridge slammed down over the bubbling water, only to allow the goblin hordes access. Those who were unconscious from their wounds and disease were quickly slaughtered. Only a few of us made it to the highest point of the fortress. Only Rigoth the Surgeon refused to leave with us. Instead, he threw back his head and cackled, before lopping the heads off of a half dozen slain dwarves and running into a workshop!

A mysterious figure came to me while we slept in a small chamber near the top of the fortress. It told me about how the demons' blood had melted the flesh of our friends. It told me about how dwarves these days were too greedy. It told me that this mess was our fault. I was struck by what we had done. This landscape, once promising, had turned into a bloodbath due to our incessant need to dig deep for gold and glory.

We decided to head north, into a land of peace. On the journey, the figure came to me once more, leaving only this cryptic message: "Dig shallow. Clouds of dust. Splintered walls. Shattered bones. Screams of agony. It is the will of your **GODKING!**"

TL;DR: I'm embarking in a nearby town because of the horrors of the old fort. I will then pull off a stupid dwarf trick.

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 18, 2010, 10:43:07 pm**

Righto, sounds awesome.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 18, 2010, 11:42:36 pm**

Here (http://dffd.wimbli.com/file.php?id=2154)it is. Unfortunately I had to gen a new world due to some weird thing where I couldn't abandon the fort.

I've got most of a layer dug out beneath the creepy elf castle, but we've a long way to go. 100+ layers and into magma is the best option. I thought it was a town, but it turned out to be an old goblin castle run by ELVES. I've got a tower started on top of the main fort area to send the stone from the quarry to. Using the three hundred metric shittons of rock we'll get from under the keep, we can make enough megaprojects to make Armok jump for joy.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 19, 2010, 12:06:29 am**

I think I'll grab the 24th if it's not taken. I sure hope we get a better system of cleaning in the next update. 7 pages of blood and pus on a single tile REALLY needs to be cleaned up, even if it's outside.

Title: **Re: SparkGear X-TREME**
Post by: **n00bs4uce** on **April 19, 2010, 12:07:00 am**

what sort of a stupid dwarf trick? I was thinking of lining the halls and every square of passable tiles with bridges all connected to one lever, and at the start and end of each season/year it will be pulled.

Or, a massive bridge set up intended to launch a dwarf into a nearby dwarf-made magma pool.
Even better, make a few dozen 1 tile pools(like semi-checkered) around the bridge and see if the dwarfs can be immortalized.

Title: **Re: SparkGear X-TREME**
Post by: **Lord Shonus** on **April 19, 2010, 12:10:54 am**

I'll be playing, but my turn may be unusable.

Title: **Re: SparkGear X-TREME**
Post by: **n00bs4uce** on **April 19, 2010, 12:19:44 am**

So.....That means there may be potential for me to decide what the megaproject is.....

Srsly though, I hope it does work Shonus, with all the save reverts I don't think we actually got much in game time set in stone.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 19, 2010, 08:18:37 am**

samoorai added.

The dwarf trick is to collapse the tower into the magma ocean.

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 19, 2010, 08:38:30 am**

Awesomeness, I'm curious about how cave ins work with semi-molten rock.

Title: **Re: SparkGear X-TREME**
Post by: **Lord Shonus** on **April 19, 2010, 10:07:29 am**

Sorry, but I'm too incoherent at the moment to play.

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 19, 2010, 12:50:38 pm**

Quote from: Lord Shonus on April 19, 2010, 10:07:29 am

Sorry, but I'm too incoherent at the moment to play.

Huh? What's he saying?

Title: **Re: SparkGear X-TREME**
Post by: **n00bs4uce** on **April 19, 2010, 01:31:03 pm**

Does anybody mind if I start early AND take my normal turn?

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 19, 2010, 01:50:56 pm**

Nope.

Title: **Re: SparkGear X-TREME**
Post by: **n00bs4uce** on **April 19, 2010, 04:09:08 pm**

ok one person is enough, i is going to get an update soon.....

magma cave-in, funny i was actually doing just that on a recent failed fortress.

Title: **Re: SparkGear X-TREME**
Post by: **Chaoseed** on **April 19, 2010, 04:28:48 pm**

Could I get the 25th, then?

Title: **Re: SparkGear X-TREME**
Post by: **n00bs4uce** on **April 19, 2010, 05:41:43 pm**

Ok, I see what you were going with the digging under the elves. I think dwarf made lava lake is the way to go, i don't think digging that many levels would be wise with caverns.

I will dig through and try to hit the magma sea, but when i hit caverns i'll block off the lvel and proolly one above and try to keep the passage and pump system to go around the caverns, I don't want to have invincible beasts to worry about.

First thing first tho, need to make sure booze is available, there was none when i started, got migrants will fix that as well as quarters and the drawbridge defense.

It will be up to me to set up the foundation for the magma tribute, and I will do my best.

Title: **Re: SparkGear X-TREME**
Post by: **n00bs4uce** on **April 19, 2010, 06:05:44 pm**

Ok, just got a mountain home trade caravan. I'm going to wall them in a depot. Will update on how that turns out.....

Haha! Success, I almost wasn't able to catch them inside in time but now there is a berserk horse in there. Hopefully they brought picks.....

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 19, 2010, 10:41:40 pm**

Chaoseed added.

Good job, n00bs4uce! There should have been a bunch of booze in the food stockpile, though. Anyway, I flooded a cavern beneath the main fort on my turn, so we have some good land to plant Cave Wheat and Plump Helmets in.

Title: **Re: SparkGear X-TREME**
Post by: **n00bs4uce** on **April 20, 2010, 01:49:33 am**

Yeah I saw that. My goal here is to simply hit the magma sea by tomorrow morning and have a safe passage to it as well as get the necessities down(not including military, drawbridge defense will have to work).

EDIT: Ok, I've delayed the magma tunnel for a bit. I've locked in about 7 caravans, and I've clear cut the map of logs. I'm now working on a massive windmill farm that is currently up to 1000 power and I still have half my stores of logs. When I run out of logs, I'll tunnel to the center of the earth.

On a plus note, All 3 ambushes have been thwarted by our neighbor elves.

Title: **Re: SparkGear X-TREME**
Post by: **n00bs4uce** on **April 20, 2010, 02:59:28 pm**

OK.....Funny story

My dwarfs are going along hauling the wood from outside, and then AMBUSH!

I order what miners there were to fight, but they were fucked. The real awesome part is that I wasn't getting migrants since I had kept sealing the caravans. So 14 dwarfs, half of which were quickly killed, but one did jump into a dry pond so now he's slowly dieing.

The booky goes serk after I was able to lift the bridge of safety. He kills 3 and wipes out the animals. I was able to seal the level he was on off, and the sealer ended up trapped inside and had to kill the booky. So now I have 2 miserable children, A dieing miserable recruit, and A single engraver who sorta just left everything go right over his head(he's content, though the children and recruits death may destroy him).

ON THE BRIGHT SIDE

The chamber dug under the elf tower intended to be the magma sea was finished, so There is a 6 z level drop that the engraver can and will trigger(the support was built and linked to a lever near the windmill farms)

EDIT: Ok I fail.I left some ground connected to the tower so the elves couldn't be tributes. I tried sending the engraver to dig the last piece out but as soon as passage was dug out to the outside he decided to bring some gems to the stockpile.

Thus Ends Sparkgear x reboot
Time to reclaim and get Sparkgear X Reboot Mk 2 going.

EDIT MK 2: Brief overview of what went down my turn.
Expanded the chamber under the main elf tower next door which could serve well for magma.
Constructed about 500 power windmills(power porvided and used calculated about)
Died
Reclaimed
No net gain or loss on population, Only have 7 now from reclaim, started with 7
The tower is still connected in upper right corner of the lowest tower level(be sure to set up a support and lever again)
Plenty of wood and junk everywhere from last stockpiles and about 8 caravans' worth of junk(should be armor and weapons somewhere).
Low on booze, have about 13 plump helmets you could use and 30 war dogs for butchering(I thought reclaim was gonna be combat heavy, I was wrong)

Also, I used mayday pack so you're gonna have to rework it if you don't want graphics.
Here's the save
Spoiler (click to show/hide)
<http://www.mediafire.com/?3wzygizwdym>

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 20, 2010, 10:06:31 pm**

BLOOD FOR THE BLOOD GOD! SKULLS FOR SPARKGEAR 10 REBOOT MARK II!

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 21, 2010, 08:16:54 am**

Skaltum's turn! Go get 'em!

Title: **Re: SparkGear X-TREME**
Post by: **skaltum** on **April 21, 2010, 10:07:27 am**

already? :O. well uhm downloading now

wow this place is a total mess. i don't know whats going on ???

ahhh super bad lag and my laptop can't cope :(sorry guys i'm gonna sit this one out :(

Title: **Re: SparkGear X-TREME**
Post by: **skaltum** on **April 21, 2010, 10:50:26 am**

double post :/

MY turn is up for GRABS

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 21, 2010, 10:57:43 am**

Me claim puny turn!

Title: **Re: SparkGear X-TREME**
Post by: **skaltum** on **April 21, 2010, 10:58:29 am**

Quote from: Demonic Spoon on April 21, 2010, 10:57:43 am
Me claim puny turn!

have fun with your diciples (the elves) ;D

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 21, 2010, 12:42:00 pm**

I shall do the most horrifying thing that I can think of during my turn. Tune in next time, same sparkgear time, same sparkgear place to find out what it is!

Title: **Re: SparkGear X-TREME**
Post by: **skaltum** on **April 21, 2010, 12:43:00 pm**

Quote from: Demonic Spoon on April 21, 2010, 12:42:00 pm
I shall do the most horrifying thing that I can think of during my turn. Tune in next time, same sparkgear time, same sparkgear place to find out what it is!

is... is ... is it a
Spoiler (click to show/hide)
SPACE PROJECT!!!!!!!!!!!!!! 🧐🧐

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 21, 2010, 12:51:20 pm**

Firstly, what is it with you guys and starting all our dwarves as peasants, secondly, this place is a mess.

Title: **Re: SparkGear X-TREME**
Post by: **skaltum** on **April 21, 2010, 12:52:06 pm**

Quote from: Demonic Spoon on April 21, 2010, 12:51:20 pm
Firstly, what is it with you guys and starting all our dwarves as peasants, secondly, this place is a mess.

it's been reclaimed and blame the reclaimer but this is just added FUNtm ;D

Title: **Re: SparkGear X-TREME**
Post by: **RebelZhouYuWu** on **April 21, 2010, 01:04:01 pm**

Could you sign me up for the 26th?

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 21, 2010, 01:06:47 pm**

Oh man, like where am I? I think I may have had a bit too much mushroom wine last night. What? I'm at some place called Sparkgear apparently, and I've somehow become the bookkeeper. Apparently the mountainhomes decided to send a reclaim party here after the first pioneers died under mysterious circumstances. Their reasons for this decisions is unknown as the only exceptional features of this place are a few dark towers. Oh yeah, and the most wonderful guardians of nature, the noble elves. They apparently infiltrated the goblin society by allowing the goblins to kidnap them and them killings them from within and eating their brains, truly their dedication to their duty of protection of all that is good is admirable. All dwarves can learn from their example. Anyway the only 'volunteers' they could find for this mission were those so wasted that they couldn't say no. And so, I Demonic Spoon, Hippie have arrived at this place, Sparkgear! Let us befriend the elves ere they get hungry. Protect the trees!

EDIT:



EDIT2:



Gonna sleep now, may write story later, the story of one crazy hermit miner that survived on raw plump helmet man and followed his urges to dig deeper, and deeper, deep into the earth.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 21, 2010, 08:14:47 pm**

RebelZhouYuWu added. 29th and 30th are now open.

Anyone able to upload a DFMA map? The public must see this madness!

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 22, 2010, 12:45:08 am**

You're a tad behind on the scoring there Mr. Seal God Sir.

Title: **Re: SparkGear X-TREME**
Post by: **n00bs4uce** on **April 22, 2010, 12:06:54 pm**

I bet I get +20

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 22, 2010, 03:29:32 pm**

Well I didn't get as much done as wanted to because of horrible single digit fps that I suspect is caused by the demons wandering in the bowels of the earth. Our nble kindred of forest generously donated their lodgings and earthly possessions to our cause and we got the basics set up. I didn't get to complete my top secret project so I'll have to do that later. Sign me up for another turn please.

Save: <http://dff.d.wimbli.com/file.php?id=2197>

Title: **Re: SparkGear X-TREME**
Post by: **skaltum** on **April 22, 2010, 03:30:06 pm**

map of spoony?

Title: **Re: SparkGear X-TREME**
Post by: **n00bs4uce** on **April 22, 2010, 03:45:53 pm**

sign me for another turn as well

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 22, 2010, 11:44:59 pm**

Map (<http://mkv25.net/dfma/map-8564-sparkgearxattemptiireclaimi>)

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 23, 2010, 09:01:40 am**

Ok, let's see what this looks like...

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 23, 2010, 09:46:15 am**

Ugh. The fort is a mess. Why are there over a dozen millstones? Why are there 26 windmills to power them?

Worse, however, is they way the game hangs every few seconds which brings the average FPS down from 20 to about 4, and makes it particularly frustrating to play as you end up waiting 10 seconds for it to handle your input every time you do something. I've never seen DF run this badly; what did you do to it, Spoon?

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 23, 2010, 12:12:51 pm**

I just realised I'm busy during most of my turn. Also I've got assignments due, so just take me off the list for now.

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 23, 2010, 12:28:16 pm**

Quote from: db48x on April 23, 2010, 09:46:15 am

Ugh. The fort is a mess. Why are there over a dozen millstones? Why are there 26 windmills to power them?

Worse, however, is they way the game hangs every few seconds which brings the average FPS down from 20 to about 4, and makes it particularly frustrating to play as you end up waiting 10 seconds for it to handle your input every time you do something. I've never seen DF run this badly; what did you do to it, Spoon?

Millstones are awesome yo! And I suspect the lag demons in the depths for the fps issues, sorry 'bout that.

Title: **Re: SparkGear X-TREME**
Post by: **skaltum** on **April 23, 2010, 12:39:11 pm**

Quote from: db48x on April 23, 2010, 09:46:15 am

Ugh. The fort is a mess. Why are there over a dozen millstones? Why are there 26 windmills to power them?

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have you got the DF accelerator?

Title: **Re: SparkGear X-TREME**
Post by: **n00bs4uce** on **April 23, 2010, 01:10:11 pm**

Quote from: Demonic Spoon on April 23, 2010, 12:28:16 pm

Quote from: db48x on April 23, 2010, 09:46:15 am

Ugh. The fort is a mess. Why are there over a dozen millstones? Why are there 26 windmills to power them?

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Millstones are awesome yo! And I suspect the lag demons in the depths for the fps issues, sorry 'bout that.

Fuck yeah, I'm glad my windmills didn't go to waste.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 23, 2010, 01:56:15 pm**

Quote from: skaltum on April 23, 2010, 12:39:11 pm

have you got the DF accelerator?

Hmm. It's never helped before, but I suppose I can give it a try. It's not really low FPS, it's just hanging for seconds at a time. Very frustrating.

Quote from: n00bs4uce on April 23, 2010, 01:10:11 pm

Fuck yeah, I'm glad my windmills didn't go to waste.

Hahaha.

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 23, 2010, 04:33:53 pm**

I may end my turn early. I keep finding that I've left the game running for an hour while I read some interesting web article "for a few seconds" or "until the hang is over." I'll give it another shot, however.

In the interim, I'd like to know why there are smears of dwarven whisky, pools of river spirts, splatterings of gnomeblight, etc etc all about the place. Who has been wasting all the precious libations in this slovenly fashion?

Title: **Re: SparkGear X-TREME**
Post by: **LordSlowpoke** on **April 23, 2010, 04:56:50 pm**

Quote from: db48x on April 23, 2010, 04:33:53 pm

I may end my turn early. I keep finding that I e left the game running for an hour while I read some interesting web article "for a few seconds" or "until the hang is over." I'll give it another shot, however.

In the interim, I'd like to know why there are smears of dwarven whisky, pools of river spirts, splatterings of gnomeblight, etc etc all about the place. Who has been wasting all the precious libations in this slovenly fashion?

People keep trying to make booze roasts, actually - they MAKE booze roasts, but when some Urist McHauler tries to take it to the storage, plop, suddenly a liquid. A very important part of Dwarven Physics died that day.

Title: **Re: SparkGear X-TREME**

Post by: **n00bs4uce** on **April 23, 2010, 05:02:50 pm**

Oh man, as soon as a siege comes Spark gear reboot mk 2 is gonna get horribly mauled.

Title: **Re: SparkGear X-TREME**

Post by: **Mephansteras** on **April 23, 2010, 05:13:35 pm**

You really ought to turn booze cooking off in the kitchen.

Title: **Re: SparkGear X-TREME**

Post by: **db48x** on **April 23, 2010, 05:26:24 pm**

Quote from: LordSlowpoke on April 23, 2010, 04:56:50 pm

Quote from: db48x on April 23, 2010, 04:33:53 pm

I may end my turn early. I keep finding that I've left the game running for an hour while I read some interesting web article "for a few seconds" or "until the hang is over." I'll give it another shot, however.

In the interim, I'd like to know why there are smears of dwarven whisky, pools of river spirts, splatterings of gnomeblight, etc etc all about the place. Who has been wasting all the precious libations in this slovenly fashion?

People keep trying to make booze roasts, actually - they MAKE booze roasts, but when some Urist McHauler tries to take it to the storage, plop, suddenly a liquid. A very important part of Dwarven Physics died that day.

Hahaha. I'm glad I turned off booze cooking early on.

Title: **Re: SparkGear X-TREME**

Post by: **db48x** on **April 23, 2010, 05:27:20 pm**

Quote from: n00bs4uce on April 23, 2010, 05:02:50 pm

Oh man, as soon as a siege comes Spark gear reboot mk 2 is gonna get horribly mauled.

I think we'll be able to turtle. I should probably check to make sure the drawbridges are actually hooked up, however.

Title: **Re: SparkGear X-TREME**

Post by: **Heron TSG** on **April 23, 2010, 08:54:41 pm**

Quick! Someone sign up for tomorrow!

In the meantime, throw in more dwarves! If we fail, the Mountainhomes shall surely send reinforcements!

Title: **Re: SparkGear X-TREME**

Post by: **Urist Imiknorris** on **April 23, 2010, 08:57:10 pm**

<signs up for 30th>

How would you like the fort to die?

Title: **Re: SparkGear X-TREME**

Post by: **Heron TSG** on **April 24, 2010, 12:24:30 am**

added. Pick your poison, I say!

Title: **Re: SparkGear X-TREME**

Post by: **db48x** on **April 24, 2010, 06:11:09 am**

Well, I didn't really accomplish anything. I got a lot of stuff moved into stockpiles, libations and comestibles produced, animals butchered, corpses dealt with, armor made, etc. Be careful with the caverns, there are at least two hideous beasts down there. It's a safe bet that the one with no head will prove to be unkillable.

We received 4 immigrants, bringing our population to a grand total of 14. At least there's not much of a problem with idlers.

The main problem with this fort is the overall lack of organization or plan, and the lag. Also, we're using the top level of one of the towers as a storage room, but it's actually a level below the surrounding terrain. Bowgoblins thus present a bit of a problem. I suggest a wall around the edge of the pit.

Good luck.

Edit: Oh, and here (<http://db48x.net/SGX/Sparkgear%20X%20Day%2023.zip>)'s the map. Someone else can do a DFMA upload; I'm about to crash.

Title: **Re: SparkGear X-TREME**

Post by: **Heron TSG** on **April 24, 2010, 10:04:45 am**

Anybody want today? I'd take it if I had a working computer with DF.

Title: **Re: SparkGear X-TREME**

Post by: **Heron TSG** on **April 25, 2010, 08:44:37 am**

Chaoseed, you're up!

Title: **Re: SparkGear X-TREME**

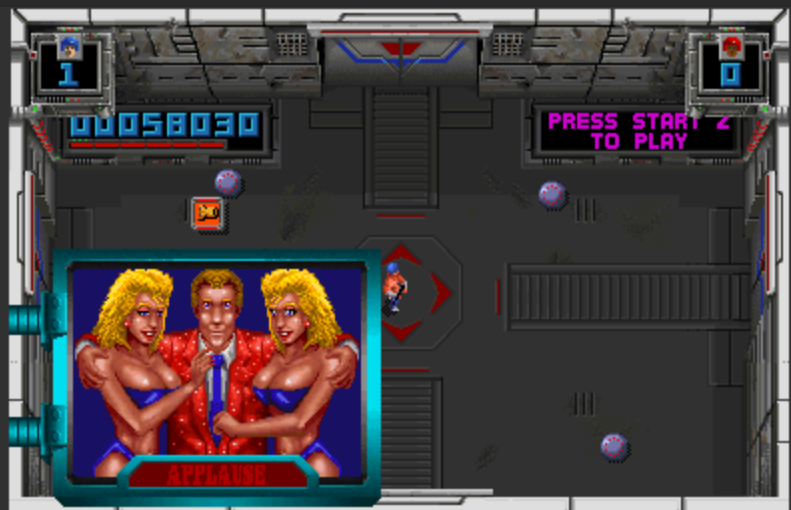
Post by: **Chaoseed** on **April 25, 2010, 01:54:44 pm**

Okay, I got the save and verified that I'm able to play it. Wish me luck!

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 25, 2010, 01:56:39 pm**

Good luck! You'll need it!

Title: **Re: SparkGear X-TREME**
Post by: **Chaoseed** on **April 26, 2010, 12:46:39 am**



The framerate is really odd. The dwarves will **zoom** for a second or two...then *stop* for a second or two. I'm almost thinking we should send it to Toady as a bug report.

Still! I'm making progress. Walling off the tower, mostly.

Title: **Re: SparkGear X-TREME**
Post by: **n00bs4uce** on **April 26, 2010, 01:44:11 am**

Quote from: Chaoseed on April 26, 2010, 12:46:39 am



The framerate is really odd. The dwarves will **zoom** for a second or two...then *stop* for a second or two. I'm almost thinking we should send it to Toady as a bug report.

Still! I'm making progress. Walling off the tower, mostly.

Your image makes no sense.

Title: **Re: SparkGear X-TREME**
Post by: **Chaoseed** on **April 26, 2010, 03:40:19 am**

Quote from: n00bs4uce on April 26, 2010, 01:44:11 am

Your image makes no sense.

Says the guy who used to have the tacoducken as an avatar? ;)

Seriously, though, it's a screenshot from Smash TV, where the host often saaays...

Quote from: Barbarossa the Seal God on April 25, 2010, 01:56:39 pm

Good luck! You'll need it!

=====

BOOK OF THE MAD MASON

I'm sick of the disorganization around here! No one cares about defending this elven obsidian tower! We broke into the underground and it's like the land of Forgotten Brains! Well, I'm not going to take it any more!

- * Walls now protect the top of the tower!
- * Some of our workshops have been cleared out!
- * A dumping zone sends unwanted items far into the underground! (Too bad we couldn't drop them into magma...)
- * More stockpiles!
- * Whoever started digging the giant hole to get huge quantities of stone...Too bad! (I know dwarves don't do things halfway, but that's a LOT of stone...)
- * No more boozemaking, because we have enough! (For now...)
- * Dwarves have had more jobs enabled, including hauling!
- * And my pride and joy...the Stone Disposal Unit!

DOWNLOAD IT NOW OR BE CURSED BY THE MAD MASON! (http://chaoseed.com/sparkgear/Sparkgear_X_Day_24.zip)

=====

Yeah, I'm going to sleep now. I didn't do much, but I think what I did was useful. ;)

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 26, 2010, 03:44:29 am**

Noo! Usefullness! My only weakness! :(

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 26, 2010, 04:25:47 am**

Quote from: Chaoseed on April 26, 2010, 12:46:39 am
The framerate is really odd. The dwarves will **zoom** for a second or two...then *stop* for a second or two. I'm almost thinking we should send it to Toady as a bug report.

Yea, someone used a speedhack to counteract the hangs. They move every frame instead of every 10 frames (or whatever).

Title: **Re: SparkGear X-TREME**
Post by: **db48x** on **April 26, 2010, 04:33:27 am**

Also, I'll take the 28th.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 26, 2010, 09:58:49 pm**

added. RebelZhouYuWu didn't show up, so someone can use the next 7 hours.

Title: **Re: SparkGear X-TREME**
Post by: **LordSlowpoke** on **April 27, 2010, 08:10:00 am**

Quote from: Barbarossa the Seal God on April 26, 2010, 09:58:49 pm
added. RebelZhouYuWu didn't show up, so someone can use the next 7 hours.

I guess that nobody did. Herp, derp.

Title: **Re: SparkGear X-TREME**
Post by: **n00bs4uce** on **April 27, 2010, 04:11:55 pm**

What the hell is wrong with you people?

I know whose turn the hanging started on(rhymes with poon) since I think those demons cause lag.

But who made the dwarfs move stupidly fast?

To whoever thought I was digging the chambers for stone....well you were wrong. Time to systematically crush this fortress. I don't care if you magnificent bastards savescum, but I'm ending it.

EDIT: And who makes a cobalt stockpile, seriously people.

EDIT 2.0: Game crashed when i collapsed the elf tower into the ground, go figure. I honestly can't get anything worthwhile done with that hanging lag.
If someone wants my turn, go ahead.
Fun fact: The year of the fortress was the same during both of my turns.

Title: **Re: SparkGear X-TREME**
Post by: **abculatter_2** on **April 27, 2010, 08:54:51 pm**

Quote from: n00bs4uce on April 27, 2010, 04:11:55 pm
EDIT: And who makes a cobalt stockpile, seriously people.

Who DOESN'T make a cobalt stockpile?

Title: **Re: SparkGear X-TREME**
Post by: **n00bs4uce** on **April 27, 2010, 09:38:43 pm**

Quote from: abculatter_2 on April 27, 2010, 08:54:51 pm
Quote from: n00bs4uce on April 27, 2010, 04:11:55 pm
EDIT: And who makes a cobalt stockpile, seriously people.

Who DOESN'T make a cobalt stockpile?

_ _ _

Title: **Re: SparkGear X-TREME**
Post by: **Chaoseed** on **April 28, 2010, 12:58:29 am**

Who doesn't love cobaltite! :D

...I stopped the giant pit being mined, but only because I had no idea what it was for and it was generating tons more stone. I figured we needed less stone, not more. It wasn't anything personal...

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 28, 2010, 08:09:47 am**

Well, the stone will be removed once it plunges into the magma sea long with the tower. The pit is for DECIMATING DER TOWER!

EDIT: We need someone to run the SGXI. Anyone want it, or shall I take it again?

Title: **Re: SparkGear X-TREME**
Post by: **Samoorai** on **April 28, 2010, 08:44:23 am**

Dibs on the second turn, whoever starts it.

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 28, 2010, 08:59:49 am**

I demand control of this monstrosity! Unless nahkh shows up. I'll start it in May? And start a thread when this one seems to be officially dead.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 28, 2010, 09:23:07 pm**

Sounds good.

Title: **Re: SparkGear X-TREME**
Post by: **Heron TSG** on **April 30, 2010, 07:57:00 am**

You had better go make the thread. After I arrive home from school today, I'll update score list, and maybe it can carry on through next month, too. It was a good run, though it fizzled a bit after SG the Devourer of Birds was declared uninhabitable.

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 30, 2010, 09:36:33 am**

I'm currently busy playing around in raws for maximum fun, will post thread soonish.

Title: **Re: SparkGear X-TREME**
Post by: **Urist Imiknorris** on **April 30, 2010, 10:02:53 am**

Where is the save? I made a promise to kill this fort, I'll go through with it!

Title: **Re: SparkGear X-TREME**
Post by: **Demonic Spoon** on **April 30, 2010, 10:41:21 am**

Quote from: Chaoseed on April 26, 2010, 03:40:19 am

Quote from: n00bs4uce on April 26, 2010, 01:44:11 am

Your image makes no sense.

Says the guy who used to have the tacoducken as an avatar? ;)

Seriously, though, it's a screenshot from Smash TV, where the host often saaays...

Quote from: Barbarossa the Seal God on April 25, 2010, 01:56:39 pm

Good luck! You'll need it!

=====

BOOK OF THE MAD MASON

I'm sick of the disorganization around here! No one cares about defending this elven obsidian tower! We broke into the underground and it's like the land of Forgotten Brains! Well, I'm not going to take it any more!

- * Walls now protect the top of the tower!
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=====

Yeah, I'm going to sleep now. I didn't do much, but I think what I did was useful. ;)

Title: **!!Sparkgear XI: Revenge of the birds!! DEAD**
Post by: **Demonic Spoon** on **April 30, 2010, 10:42:11 am**

!!SPARKGEAR XI: Revenge of the birds!!

Greeting and welcome traveler, to the fortress of Sparkgear. You are no doubt weary from your long journeys, you are welcome to make yourself at home and enjoy our facilities. Ignore the screams of purest agony, that's probably just some dwarves getting horrible mutilated and tortured both physically and mentally or somesuch.

So yeah, turns are 24 hours realtime, they start and end midnight GMT. Don't dig out entire mountains since this leaves behind large amounts of stone that brings FPS to it's knees. Do not dig into hell (unless you really really want to) since this will also abuse the FPS in many hellish ways. Other than that enjoy yourself and let the good times roll.

CURRENT NEWS: This is deader than a very dead thing, go to Nahkh's game (<http://www.bay12forums.com/smf/index.php?topic=57462.0>)
Past News:

Modding complete, arena testing complete, don't know how they will hold up in a normal game but seem to do okay in arena. Genning complete, have embarked. I have completed my turn. Jimmy done. LordSlowpoke done. Matuin gave up apparently due to some disorganization that he complained about or something. Disorganization?! This. is. SPARKGEAR!! LordSlowpoke claimed the rest of Matuin's turn, then showed up late with the save that seems to be corrupted. Robocorn apparently was too much of a sissy to play Sparkgear. Choasseed actually got something done in the game, huzzah! Robocorn killed just about everyone. Samoraaai didn't really play due to turn ending confusions and robocorn uploading the wrong save. Ironvanguard didn't really do much? Andreus skipped due to broken mining and reclaim crashing.

The modding isn't very drastic, the adding of some new plants and stones, two new civs to siege, not anything superpowerful, a few new monsters that will hopefully be challenging, etc. Credits go to genesis mod and civ forge for some of the bits though I added some myself as well and didn't take everything from their mods only some.

Embark area:

Spoiler (click to show/hide)



Maps (<http://mkv25.net/dfma/map-8667-sparkgearxi>)

Current Save (<http://dffd.wimbli.com/file.php?id=2292>)

Turns, corresponds to dates in May:

Short Description of turn, from my viewpoint, I don't give scores:

- | | |
|---|--|
| 1. Me | Made all the basic fortressy stuff, lost some dwarves to the giant eagles, was awesome and |
| oppressed the poor. | |
| 2. Jimmy | Complained a lot, renamed my dwarf (RAGE) started our military apparently. |
| 3. LordSlowpoke | Stole my apartments, my furniture, the clothes off of my back, my pride and my NAME!! RAGE |
| !!Hospital is now a villa?(WTF?!) | |
| 4. Matuin LordSlowpoke(Again) | Matuin gave up like the little girl that he is. LordSlowpoke seems to have cast some sort of curse |
| over the place. | |
| 5. Lord Shonus | Supposedly the save kept getting corrupted or something, excuses excuses. |
| 6. Robocorn | Apparently he let a giant blue spider get in a kill everyone or something. |
| 7. Chaosseed | Actually got some stuff done! Yay! :D |
| 8. Robocorn | This has earned My seal of approval |
| (http://i709.photobucket.com/albums/ww99/Demonic_Spoon/Dwarf%20Fortress/SealofApproval.png?t=1273381194) | |
| 9. Samoorai | Didn't do anything! Boo! |
| 10. IronVanguard | Did something(though not much), yay! |
| 11. Andreus LordSlowpoke | The dwarves won't mine and the game crashes if he reclaims, aw! |
| 12. Ultimate Carl | He has made a new fort for the survivors of the forgotten beast onslaught |
| 13. Moontayle | Was ordered to kill the fortress, he did his duty. |
| 14. Flaede | |
| 15. LordSlowpoke | |
| 16. nahkh | |
| 17. Ultimate Carl | |

18. Max White
19.
20.
21.
22. Barbarossa the Seal God
23.
24.
25.
26.
27.
28.
29.
30.
31.

Title: **Re: !!Sparkgear XI!! Revenge of the birds**

Post by: **LordSlowpoke** on **April 30, 2010, 10:46:25 am**

Turn 5. Maybe it'll be before the time when all Sparkgears end up... just the way they do.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **Matuin** on **April 30, 2010, 02:24:13 pm**

I'll take turn 4. I want to mess up the fortress just enough to give Slowpoke some Fun. =P

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **LordSlowpoke** on **April 30, 2010, 03:41:36 pm**

Ohohohohoho no. I will give **you** some Fun.
Can I get moved to turn 3?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **Lord Shonus** on **April 30, 2010, 05:19:19 pm**

I'll take either the third, or Lord Slowpoke's current turn, depending on what Spoon decides.

Spoiler (click to show/hide)
You haven't added impossible civs like you did last time you ran a SparkGear, have you, Spoon?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **Matuin** on **April 30, 2010, 05:20:09 pm**

Quote from: LordSlowpoke on April 30, 2010, 03:41:36 pm

Ohohohohoho no. I will give **you** some Fun.
Can I get moved to turn 3?

Is that... Fear? =3

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **Jimmy** on **April 30, 2010, 05:20:59 pm**

Sign me up for the soonest slot.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **LordSlowpoke** on **April 30, 2010, 05:22:01 pm**

Quote from: Matuin on April 30, 2010, 05:20:09 pm

Quote from: LordSlowpoke on April 30, 2010, 03:41:36 pm

Ohohohohoho no. I will give **you** some Fun.
Can I get moved to turn 3?

Is that... Fear? =3

I'm not gonna put up with some obvious screwups that will cost me *another day of killing goblins and making elaborate doom devices* when I have DWARF SCIENCE going on.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **dwarfguy2** on **April 30, 2010, 05:22:33 pm**

wish i could but the merge isn't till soon.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **Robocorn** on **April 30, 2010, 05:32:33 pm**

I can be number 3
shouldn't be too hard to get ti done by midnight

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **Chaoseed** on **April 30, 2010, 06:55:33 pm**

Give me the earliest slot that's still open.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **Urist Imiknorris** on **April 30, 2010, 07:52:44 pm**

I'll take the 7th.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **Max White** on **April 30, 2010, 08:45:04 pm**

Can I sign up for earlyist that's open?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **nil** on **April 30, 2010, 10:58:49 pm**

Posting so I can follow the thread religiously...

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Moontayle** on **April 30, 2010, 11:14:58 pm**

Mark me down for 8.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **April 30, 2010, 11:53:43 pm**

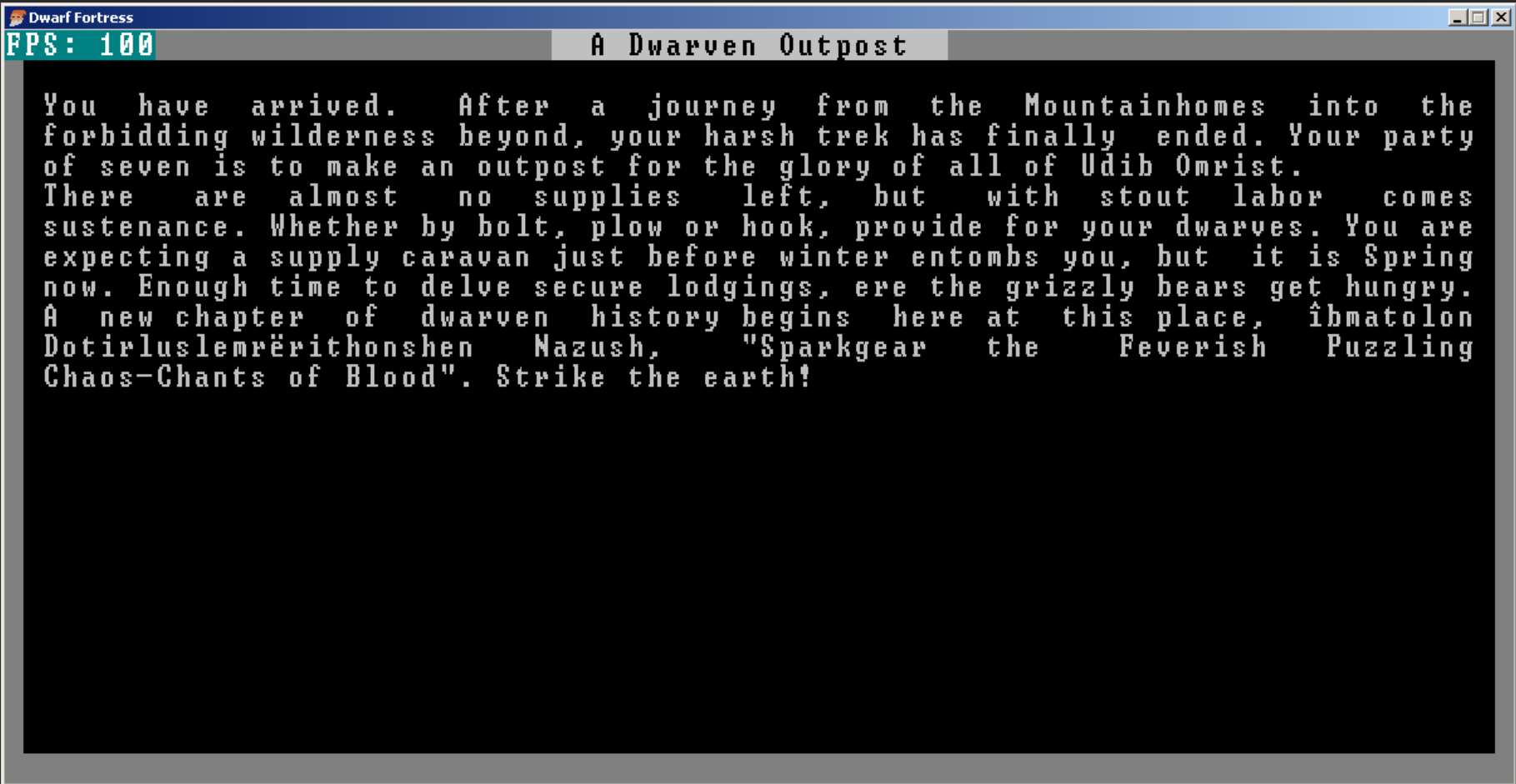
Robocorn, Urist and Moontayle, sorry I couldn't give you the turns you requested but other people had already requested the 'earliest possible turns' , if you really need to go on those days though I can shuffle it around. The modding is nothing drastic and isn't anywhere near being supposedly 'gamebreaking', I just added some cool stuff, a little bit of genesis mod, a little bit of civ forge, a little bit of my own touch.

Journal of the Great Demonic Spoon, member of the illustrious Demonic Spoon clan.

The king/queen (I didn't look under the official robes to check pookay? And the ruler ain't telling us.) in his/her great wisdom has sent me, Demonic Spoon to a cursed spit of land jutting into some ocean or other to found a new mountainhomes, greater than any fortress yet made. While I am of course up to this task I still suspect that I was sent because the ruler fears that the people might soon realize how much more fit I am for the throne.



We have finally arrived at this dismal place, though we did lose some war dogs along the way, you will be missed little guys.



Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Urist Imiknorris** on **May 01, 2010, 12:00:52 am**

Hi.

Quote from: Urist Imiknorris on April 30, 2010, 07:52:44 pm

I'll take the 7th.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Max White** on **May 01, 2010, 12:01:16 am**

Well sure its evil, and on a double aquifer, and gives potential for skeletal whales, BUT it has a flux layer, are you TRYING to make this easy possible?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 01, 2010, 12:01:32 am**

Hi, oh my I seemed to have forgot to add you, sorry, and choaseed and robocorn, whoops.

Quote from: Demonic Spoon on April 30, 2010, 11:53:43 pm
Robocorn, Urist and Moontayle, sorry I couldn't give you the turns you requested but other people had already requested the 'earliest possible turns' , if you really need to go on those days though I can shuffle it around.

Heh, max white, flux isn't everything.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Max White** on **May 01, 2010, 12:03:28 am**

No, but it does supply some very nice shiny weapons...

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 01, 2010, 12:06:30 am**

There is that better? And the ocean tile is dissapointing as I will show in my next story post.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Matuin** on **May 01, 2010, 12:07:31 am**

Quote from: Max White on May 01, 2010, 12:03:28 am
No, but it does supply some very nice shiny weapons...

That is of course if you don't get mauled on your way to forge those shiny weapons.. Which is likely.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Max White** on **May 01, 2010, 12:11:37 am**

Quote from: Matuin on May 01, 2010, 12:07:31 am
Quote from: Max White on May 01, 2010, 12:03:28 am
No, but it does supply some very nice shiny weapons...

That is of course if you don't get mauled on your way to forge those shiny weapons.. Which is likely.

Likely is the elven word for certain.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Lord Shonus** on **May 01, 2010, 12:16:50 am**

What did you name the group, and what's the name of our parent civ?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 01, 2010, 12:47:50 am**

Journal of Demonic Spoon



I surveyed the area, one thing I noted with a shudder was the many many TREES!!

"Meng Woodcutter report for duty!" I shouted at our woodcutter.

"Sir?!" he asked me.

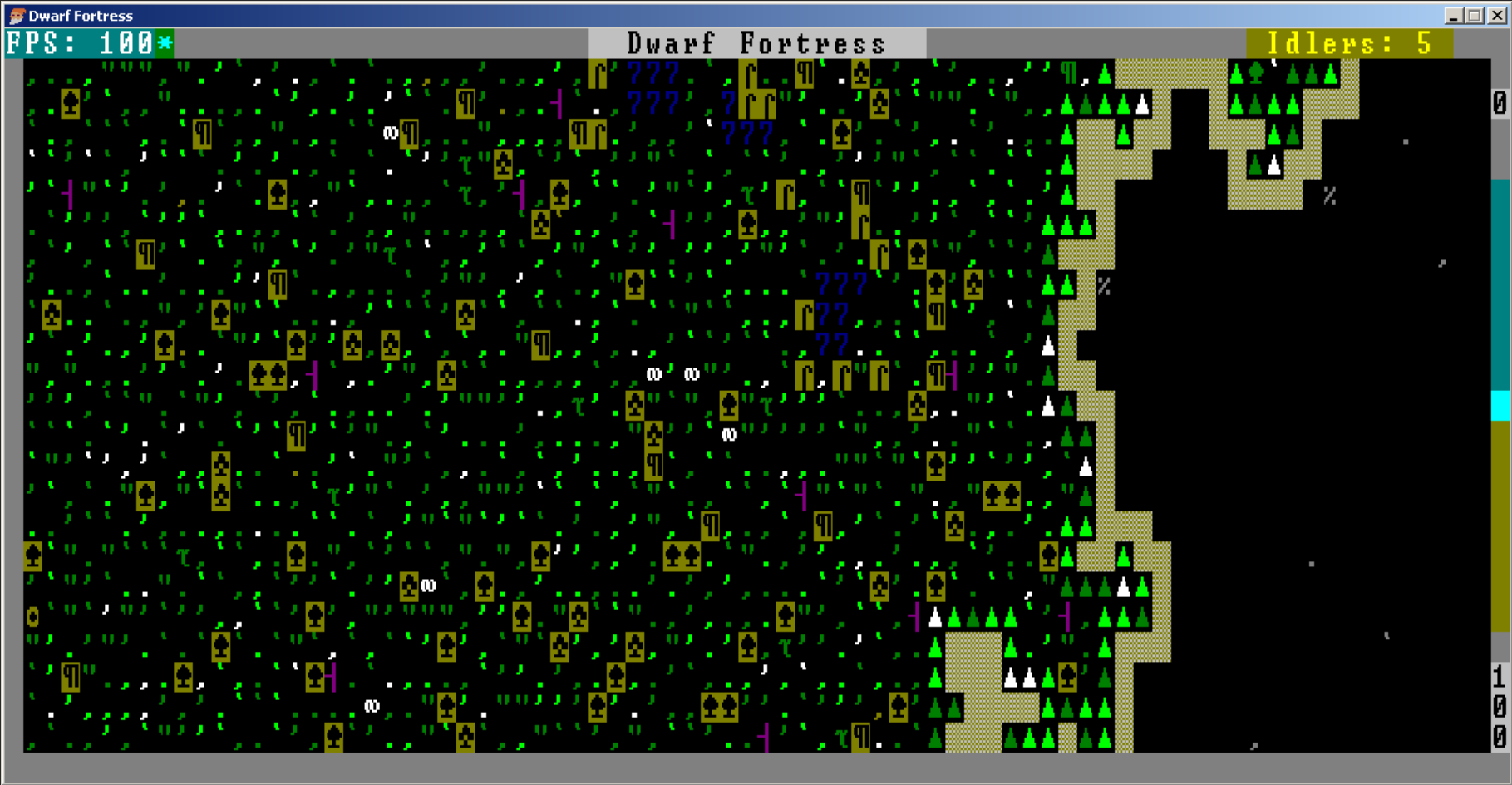
"I want immediate deforestation of the surrounding area! Cut down all trees! Have no mercy for these abominations of nature!" I ordered

him.

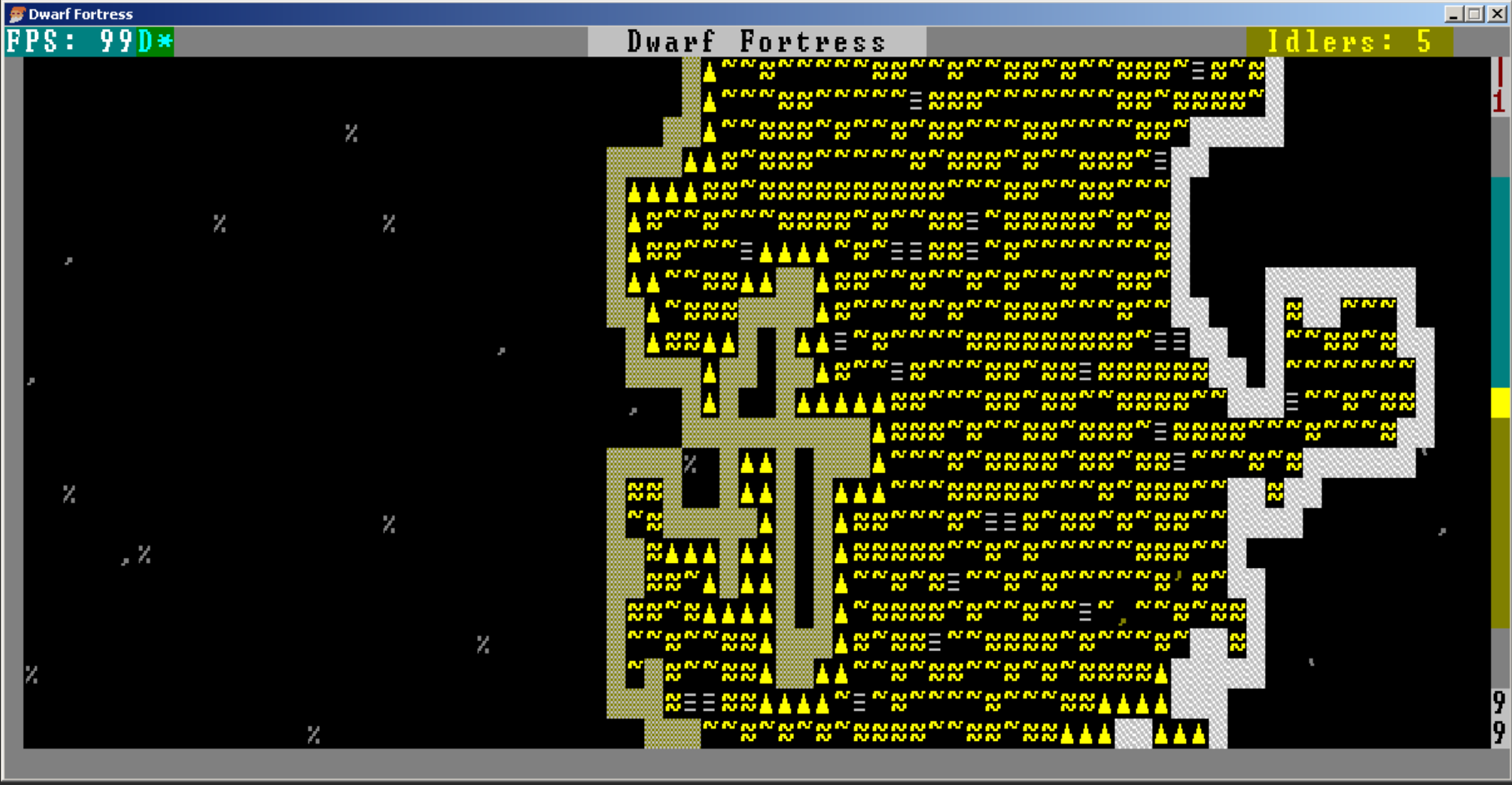
"Umm sir, even the glumprongs? Oonly they sort of maon in horrible agony when you cut them down and their shadows try to grab you, it gives me the willies sir." He asked me nervously.

"Ugh fine, not the glumprongs you coward, now get cutting!" I answered him.

"Sir yes sir!"



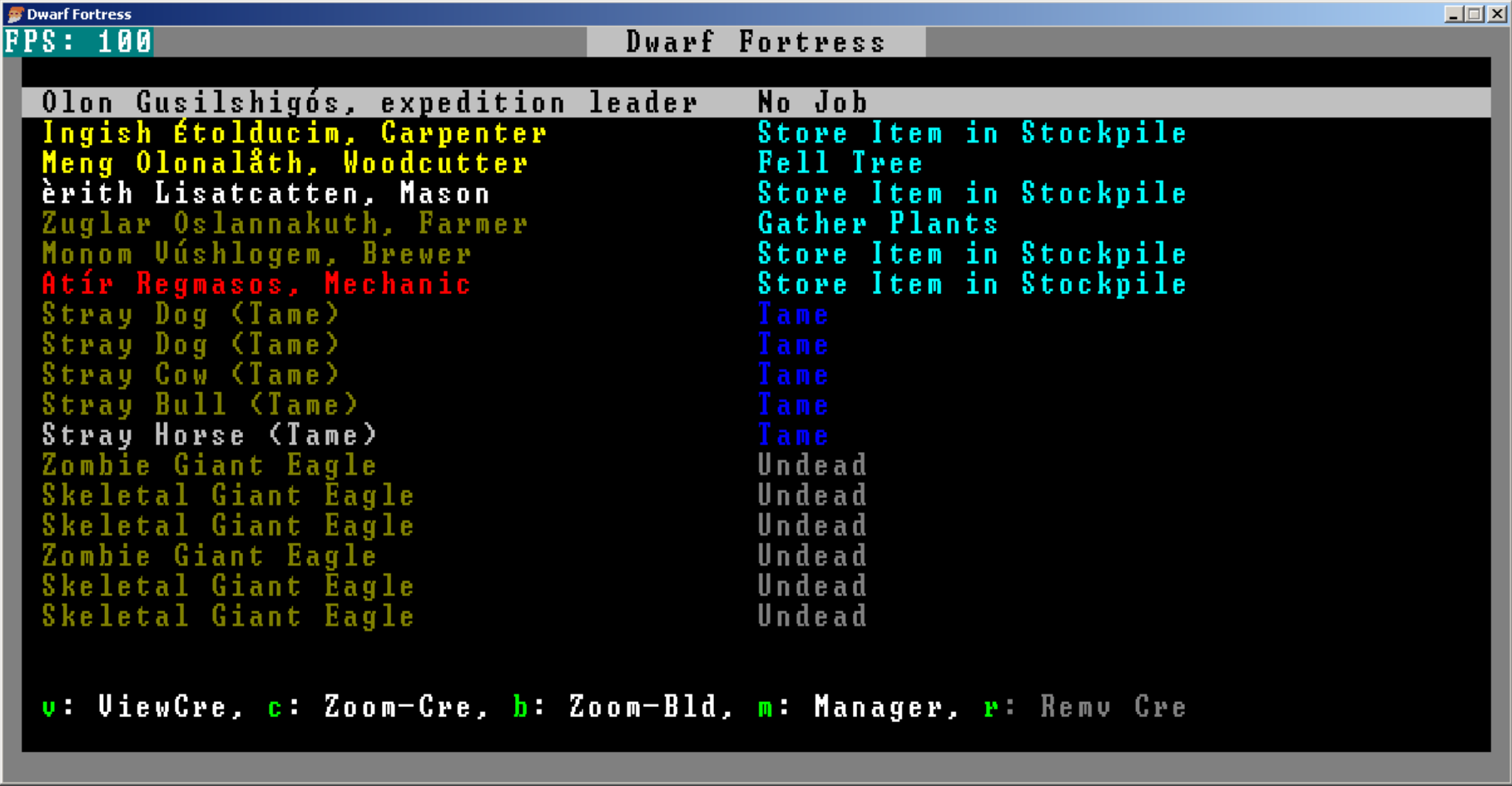
Well there that sorted out now then. The site surveyers had told us that there was a tiny bit of ocean near here, I set of in search of it, planning to have a nice day at the beach, poke the jellyfish etc.



...turns out their idea of a cean is a bit of sand and some driftwood.

Oh well, I leader of Brainclobber the Crazy Doomed Anus-Cakes of Infamy will found the greatest of fortresses, Sparkgear the Feverish Puzzling Chaos-Chants of Blood here, for the glory of all of The Syrups of Wildness! Long live I!

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 01, 2010, 01:06:04 am**



...umm, whoops? At least the thread title is accurate. We'll see how this goes.

I do believe that's the quickest I've lost a fortress yet.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Max White** on **May 01, 2010, 01:12:49 am**

Not very fun, but EXTREMELY *fun*.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 01, 2010, 01:16:31 am**



What could possibly go wrong?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Matuin** on **May 01, 2010, 01:18:14 am**

BTW, can I get Dorfed as one of the miners? Matuin is fine.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 01, 2010, 01:22:52 am**

Well I'm our only miner atm but as soon as we get another one you'll be him! Fortunately we just got a zombie sasquatch wandering around this time. We may even survive. Also, we have some generic stone walls that leave behind stone, not chalk or slatwe or slade or anything, just stone, it's weird.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Max White** on **May 01, 2010, 01:33:28 am**

It just hit me, the irony.
Revenge of the birds...Undead giant eagles.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 01, 2010, 01:35:02 am**

I know right? Fortunately that was a freak occurrence, they're only supposed to spawn sometimes, but there they were, the first things to appear.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Matuin** on **May 01, 2010, 01:43:51 am**

I'll take the ~~mason~~ mechanic then. He looks friendly enough.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 01, 2010, 01:47:00 am**

Done, also the eagles showed up again, fortunately I managed to wall us in in time, we're safe, for now.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Urist Imiknorris** on **May 01, 2010, 02:28:23 am**

This is shaping up to be grat fun. Like a circus. Or a zoo. Full of zombies.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 01, 2010, 02:40:14 am**

Things were a tight with the food when I brewed it all...but the farms will be up and working soon and I butchered a few dogs to see us through until then. Damn rains is causing the murky pools to flood the fortress, whoops. Autumn already? Time passes quickly when you're fighting for survival it seems. Mostly I'm just hoping the rain will stop soon. Some animals that were actually alive, a few deer, showed up.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Matuin** on **May 01, 2010, 03:09:53 am**

Quote from: Demonic Spoon on May 01, 2010, 02:40:14 am
Things were a tight with the food when I brewed it all...but the farms will be up and working soon and I butchered a few dogs to see us through until then. Damn rains is causing the murky pools to flood the fortress, whoops. Autumn already? Time passes quickly when you're fighting for survival it seems. Mostly I'm just hoping the rain will stop soon.

Ever think of walling off the murky pools and/or replacing them with floors/channels so they stop collecting rain?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 01, 2010, 03:11:11 am**

A bit hard to do when they're full of water, I didn't take many precautions, I thought it'd all just evaporate away, no danger so I just dug from my farms ot the murky pools, but no then it started raining, and it's a bit too dangerous outside for me to go out there and floor them over on top. The rain has finally stopped. No wait, it started again. Our first two dwarves dead, a butcher and a weaponsmith, both to the giant eagles.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Matuin** on **May 01, 2010, 03:39:36 am**

Quote from: Demonic Spoon on May 01, 2010, 03:11:11 am
A bit hard to do when they're full of water, I didn't take many precautions, I thought it'd all just evaporate away, no danger so I just dug form my farms ot the murky pools, but no then it started raining, and it's a bit too dangerous outside for me to go out there and floor them over on top. The rain has finally stopped. No wait, it started again. Our first two dwarves dead, a butcher and a weaponsmith, both to the giant eagles.

Awesome.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 01, 2010, 03:46:57 am**

...Undead Giant Eagles are really evil, what monstrosities have I created! Jeweler is down too.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Max White** on **May 01, 2010, 05:50:26 am**

Facepalm
Try to keep at least one alive.
I mean don't feel obligated to protect the jeweler, but the weapon smith! How could you! This game is going to be awesome fun.

;D

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 01, 2010, 06:11:38 am**

Well I've managed to get some bridges built over the murky pools so we won't need to go outside for a while. Got some deer wandering around again so we have a respite from the OMG Giant Eagles. No just need to wait for the water to evaporate so that we can start building farms. Got our first strange mood, a bone carver that got three turtle shells. He just completed his artifact, heh, I love this new dwarven alchemy, using only turtle shells he somehow managed to make a iron figurine.

And he was a high master weaponsmith too. :'(Aw great, the eagles are back, they nearly got our mason who was putting in the last bridges.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Max White** on **May 01, 2010, 06:23:43 am**

Quote from: Demonic Spoon on May 01, 2010, 06:11:38 am
And he was a high master weaponsmith too.

All those masterpiece serrated steel discs we could have sold...

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 01, 2010, 06:30:37 am**

After one of my relatives had a unfortunate and rather sudden end to the giant eagles that plague our world I was ordered by our King to lead a second colonization group to this area.

"We must establish a new fortress in this area Demonic Spoon for reasons that I will not divulge to you, now go forth before I call the Hammerer!"

Damn crazed lunatic, anyway, by travelling by night and hiding beneath outcrops of rock and bushes we have managed avoid the giant eagles that fly over the entire world in large groups, searching for meat to bring back to their hive nests. We have found the previous party's wagon, just as we did though we heard the screams of giant eagle drones, there was no time we had to dig into the mountain immediately to escape their beaks!

We have made it inside just in time but our situation is grim, our supplies will not last long and we are expecting reinforcements soon that will put a even larger drain on our resources. I grab our pick and immediately set to work mining out what will no doubt become the greatest fortress this side of the legendary Flarechannel.

Migrants! Can't they see we can barely support ourselves let alone other people?

Curses! Our irrigation project didn't take into account the heavy rainfall in this region and now the rest of the fort is also flooding! If it weren't for those damn eagles outside we might build covers over the murky pools to block the rainfall but sadly that is not a possibility. If weren't for the the donkeys and horses we've butchered we'd have starved to death long ago.

Autumn already? Time flies when you're struggling to survive amidst a flood and giant eagles, fortunately we've been churning out trading goods for the dwarven caravan. We continue to battle the flood but our progress is hampered by constant giant eagle raids, it seems word of the location of much succulent dwarf flesh has spread among the eagles and they all want to try and get it. Sadly they have seen success in this too, our jeweler and weaponsmith as well as a butcher have been taken by the giant eagles to feed their vile spawn.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Max White** on **May 01, 2010, 07:29:42 am**

So, demonic spoon, am I to assume that were using at least elements from genesis, or are you wasting your turn playing something else?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 01, 2010, 07:47:00 am**

We have some plants from genesis, some other stuff I can't remember, and some custom workshops that I accidentally messed up, don't know if I'll be able to fix that up so we can use them.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Max White** on **May 01, 2010, 07:49:06 am**

Cool.
Don't worry, Deon is helpful...enough. :P
But if we need to gen a new world, does that mean everybody is pushed back a turn so we can start properly tomorrow?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 01, 2010, 07:51:53 am**

Nah, I won't regen, the workshopms aren't that important, they'd just have been a cool addition.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Max White** on **May 01, 2010, 07:54:11 am**

Ah well.
Would there be any objections to modding in a new megabeast with a population trigger just one above the current fort population, just as you zip and send off the file for the next person?
:P

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 01, 2010, 07:57:16 am**

Heh, as long as you don't make it a adamantium collosus or something that'd be pretty cool I guess, we'll hear what the other people have to say about that though. The custom workshops now show up on the building list but I haven't actually tried building them.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Max White** on **May 01, 2010, 07:59:54 am**

Wait, come to think of it, megabeasts are found in legends and made in worldgen, unlike normal beasts, so therefor it wouldn't show up, only in new worlds...

Aww...

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 01, 2010, 09:30:43 am**

Well I found the first underground cavern, and as I feared the mud is all gone, one of our megaproject should be flooding the caverns to bring back the mud.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Heron TSG** on **May 01, 2010, 10:51:08 am**

Things appear to be going swimmingly. Remember that walls don't stop eagles from hopping over them.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 01, 2010, 12:32:17 pm**

Hop...over? You mean they don't use their magic teleportation powers? Do you want a turn Barb?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Heron TSG** on **May 01, 2010, 12:43:25 pm**

I'll take the 22nd.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 01, 2010, 03:17:57 pm**

Well my 66 z-levels fully engraved well shaft is finally complete, boy was that thing a pain to designate.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 01, 2010, 06:51:39 pm**

Save (<http://dffd.wimbli.com/file.php?id=2283>)

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Max White** on **May 01, 2010, 08:01:34 pm**

So, Samoorai...

Were are you?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 02, 2010, 03:02:54 am**

Map (<http://mkv25.net/dfma/map-8667-sparkgearxi>)

If Samoraai doesn't respond in 3 hours someone else can claim the save. I've pm'ed him.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Jimmy** on **May 02, 2010, 03:15:20 am**

I'll take it if he doesn't show. If it's more convenient for him I can swap my turn on the 6th so he can still take a shot.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 02, 2010, 03:21:53 am**

Mmm, I think that might be a better idea as you can then start immediately, I'll do that. Just to be clear, I've swapped your two's turns so you can start immediately.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Jimmy** on **May 02, 2010, 03:34:33 am**

Understood. I'm in the process of downloading it now. See you in a little less than 24 hours.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 02, 2010, 03:46:02 am**

Righto. Good luck! And sorry for the lowish FPS, it was low for me anyway, try getting rid of some of the junk lying around, all the levers are labeled with [N]otes, beware the cave sea monsters and giant eagles.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Max White** on **May 02, 2010, 03:53:48 am**

You labeled the levers?
I can't begin to imagine why...

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 02, 2010, 03:58:23 am**

Also the stone veins all over the place are pretty weird. Not microline or slate or anything, just stone. I think it might be a result of me trying to mod flint in or seomthing, I don't know. A inferior version of slade maybe?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Samoorai** on **May 02, 2010, 04:03:44 am**

Huh, guess my turn started earlier than I thought. Works out well anyway, since I've been moving house for the past 2 days and will be for at least 1 more. Just so I'm clear my turn would have started 9 hours ago?

Actually could you move me to the 8th? Otherwise I'll miss it again because of uni.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Jimmy** on **May 02, 2010, 04:37:45 am**

God damn.

Fucking undead fliers everywhere.

Half-assed military, less than half a dozen axes, none of which are in their hands.

FPS so low it's strangling the game.

I don't see how we're gonna get more than two more turns out of this, it's already near unplayable.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 02, 2010, 04:39:28 am**

Yeah your turn started around 9 eight hours ago, is the 9nth okay? Only moontayle specifically requested the 8th, don't know if he will be able to play another day. ANd I'm sad to hear that Jimmy. :(Have you tried the accelerator code? Turning off temperature and weather?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Samoorai** on **May 02, 2010, 04:51:10 am**

Yeah, the 9th is fine.

Military does suck now.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 02, 2010, 04:54:43 am**

Well they skill up pretty fast, and those two squads I had assigned were simply the militia for killing very annoying undead that were sitting right in front of the entrance, some of them are essential to the working of the fortress, like the mason.

Also, try to get rid of some of our goblin prisoners of war, I made a pit somewhere into the first cavern with quite a long fall that you could use, disregard the puppy corpse at the bottom, he was used for exploration purposes.

And I hear partial print does wonders for some people.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Jimmy** on **May 02, 2010, 05:19:03 am**

I'm experimenting with my POWs. Gonna make a military or die trying. Shame there's so little metal armor among them, but leather's better than cloth I guess.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 02, 2010, 05:31:08 am**

Have tried any of the stuff I suggested to improve fps? If so did they work? Well from some of the things I heard cloth is overpowered.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Jimmy** on **May 02, 2010, 05:33:53 am**

I've tried it all, I'm running Baughn's accelerator too, still getting average of 30FPS. There's way too much clutter in this fort. Clothes mostly.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 02, 2010, 05:46:17 am**

Well I made some cloth for the hospital, which reminds me you should probably make those two farm plots pumping out rope reeds fallow, oh wait it's summer and I only told to do it in spring but whatever. And the clothes are probably from our prisoners of war and dead dwarves? We probably have enough stone crafts by now you might want to tell our stonecrafter to stop making them. Dump some of the stuff into the trash compactor?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Jimmy** on **May 02, 2010, 07:56:33 am**

Notes of Jimmy the Jarhead

Bloody mistake coming here, and no two ways about it. Our Supreme Overlord, the Big Boss, or as I like to call him, the number one SOB has landed us in a real pickle.

For years now we've tunneled, built and crafted, expanding the fort and attracting immigrants. Bloody lot of good that's come of it. Can't open a damned window without some undead abomination flying in. We've raised the drawbridge and it's looking like it'll stay that way.

I've had it out with him again and again but it's no good. He relies on his mechanics to protect us with cage traps around the entrances and goes on living it up inside his private palace, only sticking his nose out to pass on some production mandate.

He assigned me the task of organizing the military. Told me he'd rounded up a crack team of recruits. I took a look at them and nearly choked on my ale. Bunch of scrawny pencil-necked scraggly-bearded pox-riddled ass-scratching nose-picking filth. Then he informs me, oh by the way, there's no armor, no weapons, and no barracks as well. Cheerio, good luck defending the fort!

I felt like bashing his ugly face in.

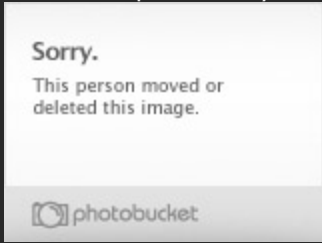
We're all going to die horrible deaths soon if I don't get this military up to working order soon. I've got twenty hands all told, counting myself as well. That's near a third the population of our thrice cursed hell-hole.

In that case, I'm declaring martial law.

Fortress expansion is to cease until further notice. All nonessential jobs are cancelled. Our one and only goal is to create a military capable of defending the fort against any and all attacks, either from without or from within.

We have a fine surplus of food and drink thank god. The SOB didn't screw that much up, at least. I'm not concerning myself with that kind of malarkey. If they complain we're not creating enough food or drink, I'll tell 'em to call someone who cares. My job's military, and military I'll be making.

Our leader installed two swimming pools for our soft-bellied brethren to enjoy. I've ordered the deconstruction of one. In it's place I've created a pool of my own design. I rather like the change, personally.



Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Max White** on **May 02, 2010, 07:58:59 am**

Arg, want to know exactly what your talking about, but don't want to even see the fort for myself until its my turn. Very annoying.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Moontayle** on **May 02, 2010, 08:29:36 am**

Quote from: Demonic Spoon on May 02, 2010, 04:39:28 am

Yeah your turn started around 9 eight hours ago, is the 9nth okay? Only moontayle specifically requested the 8th, don't know if he will be able to play another day. ANd I'm sad to hear that Jimmy. :(Have you tried the accelerator code? Turning off temperature and weather?

8th is the only day I have available (well, late 7th, early 8th). It's the absolute start of my vacation and I thought I would veg out in DF for a day before doing anything (but will probably end up doing nothing).

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 02, 2010, 10:18:39 am**

Hehe, liking it so far Jimmy.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Max White** on **May 02, 2010, 10:58:57 am**

Sorry guys, I'm going to have to pull out.
Turns out I have some place to be all next week and I shall be lucky to have access to a computer, so unless this is still going after the 17th, I can't join the fun.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 02, 2010, 11:01:59 am**

I'll add you on the 18th then? Or a bit earlier?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Max White** on **May 02, 2010, 11:03:19 am**

Ok.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Urist Imiknorris** on **May 02, 2010, 11:29:31 am**

I'm gonna have to back out too. The computer I'm using this week doesn't seem to like downloaded saves.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **The13thRonin** on **May 02, 2010, 03:19:33 pm**

Next Sparkgear must use DIG DEEPER! I will polish it and get it out of ALPHA before then I hope :D! WE SHALL HAVE ZOMBIE WYVERNS AGAIN!!!!!!!

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 02, 2010, 03:50:09 pm**

Quote from: The13thRonin on May 02, 2010, 03:19:33 pm

Next Sparkgear must use DIG DEEPER! I will polish it and get it out of ALPHA before then I hope :D! WE SHALL HAVE ZOMBIE WYVERNS AGAIN!!!!!!!

I doubt I really want to dig further than those over 9000 z-levels we have already.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **IronVanguard** on **May 02, 2010, 04:11:29 pm**

I could take the 10th or whatever's open first.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 02, 2010, 05:26:12 pm**

Jimmy, where's the save?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Jimmy** on **May 02, 2010, 05:31:13 pm**

According to my calculations I still have one and a half hours left.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 02, 2010, 05:32:02 pm**

I'm supposedly in GMT +1 and it's 30 minutes past midnight here. *shrug*
Thought 30 minutes is a nice time to ask already. Sorry.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Jimmy** on **May 02, 2010, 05:39:02 pm**

Try googling GMT time. It comes back as 10:30PM. Don't worry though, you'll have your save on time.

Well, most of my turn was spent on raising the skill level of the military. They're still horribly equipped though. Some fool changed the size of the goblins and now their equipment can't be worn by the dwarves. But at least they can kill a zombie giant eagle without too many casualties.

Also I've made slight improvements on the FPS issue. We've gone from averaging 30 to the range of 40-50. Mostly this was from killing off a bunch of POWs with live training exercises.

I suspect that the main stairwell is the biggest source of lag. Stacks of up-down stairs are a bad idea people. They play bloody murder on the path finding. If we were to dig them out My bet would be on it vastly improving, so feel free to test my theory. Ramps are much more path-friendly.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Jimmy** on **May 02, 2010, 06:55:01 pm**

Journal of Jimmy the Jarhead

Some bastard left a severed head in my bed this morning. It's a pretty clear message that the citizenry are fed up with martial law. They wanna go outside? FINE! Don't come crying to me when the bodies start piling up.

I'm tired of this all. Bunch of pathetic excuses for dwarves, the lot of 'em. Sitting around fiddling with their crafts and mechanisms, no clue what's really out there. As my final order I commanded my men to dump a massive load of the stuff into the trash compactor, but there's still plenty left. Can't seem to make a dent in all the crap that's lying around, but guess what? Not my problem any more! The SOB can find someone else to clean up his mess. I'm done with it all. I've half a mind to get out and find a new fort, but my men need me here to command, so that's what I'll do. We're probably doomed anyway.

Our training sessions were the highlight of the whole experience. Haha, the feeling of bashing a goblin's brains across the floor, there's nothing like it! Two of our number ended up in the damned excuse for a hospital they pretend we've got, but I haven't got high hopes of seeing them again. Last I heard they'd been conscripted into the Fortress Guard. Well, good luck to 'em. I'm sure any day now we're gonna have a riot, so I'm glad my boys at least have the training to knock some heads together when it happens.

Notes:
FPS is still patchy, not much I can do about that. There's a forgotten beast in the caverns, some kind of flying spider. Have fun with that. I fully expect this fort's going to be unplayable soon. I also wouldn't recommend opening the main gate unless you want everyone to die.
Save File (<http://dffd.wimbli.com/file.php?id=2286>)

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 02, 2010, 06:56:47 pm**

[Quote from: Jimmy on May 02, 2010, 06:55:01 pm](#)

Save File (<http://>)

[Quote from: Jimmy on May 02, 2010, 06:55:01 pm](#)

<http://>

...You best be trolling. Or failing at cypypasting the url. I was stalking this thread. >:V

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Jimmy** on **May 02, 2010, 06:58:34 pm**

58% and counting. Hate these new save bloats.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Jimmy** on **May 02, 2010, 07:13:34 pm**

...and DONE! Took 45 minutes to upload, so sorry for the 15 minute delay. I expected half an hour would be more than enough.

<http://dffd.wimbli.com/file.php?id=2286> (<http://dffd.wimbli.com/file.php?id=2286>)

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 02, 2010, 07:24:11 pm**

I'll get on it as soon as I wake up.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Jimmy** on **May 02, 2010, 07:29:07 pm**

...heh, all that whining and now he downloads it and goes to bed. Oh well. Good luck to you for tomorrow.

In my opinion I hate all the mods that have been applied here. More isn't better, it's just more. I don't need seventeen new plants, twenty new civilizations, five hundred new stone types. Kobolds steal your crap. Goblins kill your dwarves. Elves whine about trees. Anything more's just clutter.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Max White** on **May 02, 2010, 07:35:33 pm**

Well as for next issue of spark gear, it would be all too easy to throw genesis and dig deeper together, along with every other cruel mod we an find...

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 02, 2010, 11:42:44 pm**

[Quote from: Jimmy on May 02, 2010, 07:29:07 pm](#)

In my opinion I hate all the mods that have been applied here. More isn't better, it's just more. I don't need seventeen new plants, twenty new civilizations, five hundred new stone types. Kobolds steal your crap. Goblins kill your dwarves. Elves whine about trees. Anything more's just clutter.

I agree with that, that's why I didn't add everything from those mods, in total I added four new plants if I remember correctly and four new creatures and one new stone type and four new custom workshops and two new civs, that's it.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Ultimate Carl** on **May 02, 2010, 11:42:54 pm**

I've read most of these and absolutely love them and the idea. Could I get the spot for the 12th?

I'd like to think I'm not great at the game enough to keep things interesting, but I'm also not an idiot and have played enough forts to know game-killing stupid things to avoid. :P

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 02, 2010, 11:45:43 pm**

IronVanguard and Ultimate Carl added.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Urist McOverlord** on **May 03, 2010, 02:27:04 am**

Can't Join, sadly. Freakin' tests, combined with a newfound addiction to X-Com.
Will follow until the inevitable, horrible, horrible end.

If I see a map of this, and do not, and multiple points, say "the blood oh gods the blood" in an eerie monotone, I will be truly ashamed to be a member of the same forum as you.

Good luck, have Fun.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Max White** on **May 03, 2010, 02:40:01 am**

Fun for the fun god!

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Lord Shonus** on **May 03, 2010, 02:53:03 am**

Something I just thought of. When I ran IX, a real annoyance was that there were three or four different DFMA pages. Can I suggest that Spoon makes the offical map page, and only that one be used.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Ultimate Carl** on **May 03, 2010, 01:38:35 pm**

Would be nice. In the unlikely event that this fort survives to my turn I'd like to be able to look over what I know is the latest map and plan things *before* it's time to start.

I'm also not a huge fan of a ton of modding, but this all seems pretty tame (well, okay, not *tame* but no real bloat) so that's cool.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 03, 2010, 02:34:39 pm**

Might as well write some sort of a status report, eh?

Okay, during whatever I got so far, I'm in Opal. Seriously, eight hours and I'm about two months ahead. I'm getting FPS like they have in mspaintadventures here. Food is going fine, got an artifact and a legendary stoneworker, and somehow got all the idle dorfs work. Out of sheer boredom I'm scribbling designations for a future site of Urist McIncest's home. Some sort of a separate fortress away from the main one, complete with plumbing and such.
Also, DS, tell me how the hell did you dig out that well shaft. It's...smooth. I can't see a maintenance staircase, or you're just a crafty, crafty little dorf and I can't see it.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 03, 2010, 02:40:41 pm**

Map for Jimmy's turn (<http://mkv25.net/dfma/map-8682-sparkgearxi>)

Just a few comments, he complains about all the junk we have and then he sets all the farms to growing, heck, one of the is growing HIDE ROOTS of all the things, possibly the least useful plant in existance! Well except that it's dye is a nice red colour, but that's what blood is for! I'd suggest making all the farms fallow, we have enough food. And why are all the labours except mining, woodcutting and the fishery labours enabled on my dwarf? Could one of you guys reactivate mining on me please? I feel safer with a weapon in my hand, and disable some of the other labours? I can't exactly do any medical work if I'm busy crafting stone mugs or whatever. And gather the shrubs in our gardens instead of farming, it's always such a hassle to get rid of the dead shrubs. Though the trees in the gardens seem to be coming along nicely. And he renamed my dwarf! He renamed my dwarf! I don't mind torturing and mutilating and killing my dwarf and kicking me out of my quarters and spitting on me and setting the dogs on me etc., but renaming me? RAGE.

P.S. I hope everyone realizes that I'm not really very serious at all, I just enjoy acting outraged.

As to the well shaft, I channeled it from the top, one tile at a time, I'm rather proud of it thought it was a pain to designate, my earlier adventures with well shafts and stupid miners. (<http://www.bay12forums.com/smf/index.php?topic=51868.msg1126889#msg1126889>)
And I am of course the craftiest dwarf in existance.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 03, 2010, 03:33:36 pm**

Hmm, you inspired me there.
So, I did the following:
1. Stole your throne room.
2. Left only the basic furniture in your rooms.
3. Renamed you. **Two times.**
4. Gave my dwarf 69 chests. And counting.
5. Also, 12 cabinets, 3 armor stands, 3 weapon stands.
6. Finally, 25 beds.

Fuck the world, I'm a noble!

Edit: I'll spend the rest of my turn throwing stuff inside my room. Might upload and post it earlier, I'm not waiting until 2 AM so everything goes along with time.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Matuin** on **May 03, 2010, 05:18:22 pm**

Quote from: LordSlowpoke on May 03, 2010, 03:33:36 pm
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Fuck the world, I'm a noble!

Edit: I'll spend the rest of my turn throwing stuff inside my room. Might upload and post it earlier, I'm not waiting until 2 AM so everything goes along with time.

Epic. Can't wait.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 03, 2010, 05:21:02 pm**

Quote from: Matuin on May 03, 2010, 05:18:22 pm

Quote from: LordSlowpoke on May 03, 2010, 03:33:36 pm

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 Fuck the world, I'm a noble!

 Edit: I'll spend the rest of my turn throwing stuff inside my room. Might upload and post it earlier, I'm not waiting until 2 AM so everything goes along with time.
 Epic. Can't wait.

In other news, you're my wife and have the right to use 98 chests.
No, really. Uploading the save now, got work tomorrow.
Edit: Here's the save! (<http://dff.d.wimbli.com/file.php?id=2292>)

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Matuin** on **May 03, 2010, 05:25:02 pm**

Quote from: LordSlowpoke on May 03, 2010, 05:21:02 pm

Quote from: Matuin on May 03, 2010, 05:18:22 pm

Quote from: LordSlowpoke on May 03, 2010, 03:33:36 pm

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 Epic. Can't wait.

 In other news, you're my wife and have the right to use 98 chests.
 No, really. Uploading the save now, got work tomorrow.

O.o you made me your prison bitch?

...

Awesome.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Jimmy** on **May 03, 2010, 06:43:37 pm**

I renamed you for one simple reason. your name obscured your current job on the menu. I wanna know what everyone's doing.

Enabled all labors so that shit gets done, don't give a rats ass about quality. Since there's precious few weapons in the fort, the militia got the picks. Go ahead and see if they wanna give it back to you. I know my guy got real attached to his iron pick.

Matuin's also the sheriff. So right now I guess he's a prison bitch.

As for farming, I wanted to use up the seeds. It's a 1-1 seed to plant ratio, so no item increase, and plants are more useful. It was either that or cook the whole damn lot. Probably should have just cooked them and let you all starve later.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Matuin** on **May 04, 2010, 02:43:40 am**

Just noticed the save. Downloading it now.

Gonna survey the fort and maybe get a month or two in tonight. Expect a report of the first season or so tomorrow morning.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 04, 2010, 08:19:17 am**

New Map (<http://mkv25.net/dfma/map-8690-sparkgearxi>)

Oh yeah, and you guys can feel free to add points of interest to your and other maps in the series.

Well the good news is I now have mining enabled (Yay! :D) , the bad news I don't have healthcare enabled, LordSlowpoke stole my offices, renamed me, again, (RAAAA-) , converted our HOSPITAL into a personal villa for himself and his love, Matuin and designated what looks to be the insane drawings of a cat high on catnip.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 04, 2010, 08:35:52 am**

If I ever get a next turn around here, first order of business is carve out a coolface out of your apartments.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Ultimate Carl** on **May 04, 2010, 11:20:57 am**

...Yeeeeeeah this fort is going to tear itself apart in civil war long before I get a turn. :P

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 04, 2010, 11:25:36 am**

If I ever get a next turn around here I will kill you slowly in your sleep, with a dull spoon, while I make your lover watch, mmm, or should I kill Matuin first while making you watch? Decisions decisions.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Matuin** on **May 04, 2010, 11:45:05 am**

Quote from: [Demonic Spoon](#) on May 04, 2010, 11:25:36 am

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Wait till after my turn before you make decisions about my fate =)

EDIT: So, I just opened the save and explored the fort. I am giving up my turn: This fort is WAY beyond help already.

Every dwarf has every labor turned on. Every noble is going insane because they have unmet mandates and no office/bedroom/anything. There's 30 sand raiders outside the gates playing catch with our skeletal eagle buddies. To make things worse, no one will listen to me because they are ALL planting bloody crops.

I don't have the mental fortitude to try and repair this.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 04, 2010, 12:46:59 pm**

Quote from: [Matuin](#) on May 04, 2010, 11:45:05 am

Quote from: [Demonic Spoon](#) on May 04, 2010, 11:25:36 am

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I don't have the mental fortitude to try and repair this.

Hey, so far the skeletal eagles were kicking ass of the sand raiders. And there's 30? I counted 15 at most. The "every noble is going insane" is my part. But hey, nobody likes nobles. Except my noble. And that calls for :3. Every dwarf with every labor? Not my fault. Jimmy left it so and I didn't dare change them manually. And "bloody crops" you say...well, Jimmy left it so too. You, unfortunately, started on the end of the harvest. I'll take your save for a few hours then.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Matuin** on **May 04, 2010, 12:53:42 pm**

Quote from: [LordSlowpoke](#) on May 04, 2010, 12:46:59 pm

Quote from: [Matuin](#) on May 04, 2010, 11:45:05 am

Quote from: [Demonic Spoon](#) on May 04, 2010, 11:25:36 am

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Yeah. Today is turning out to be a shitty day in the real world, so I don't feel like dealing with a shitty day in the dwarf world =P

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 04, 2010, 12:57:36 pm**

Dwarf Therapist Anyone? (<http://code.google.com/p/dwarftherapist/>) :) Really, with this baby complaining about labour assignments seems rather silly. And set the fields to fallow.

Quote from: [Matuin](#) on May 04, 2010, 11:45:05 am

I don't have the mental fortitude to try and repair this.

Don't try to repair, build some sort of crazy megaproject to appease the giant eagles or whatever, go crazy. Make a elaborate system to flood the caverns with magma to cleanse them of cave carp (one of my little modifications) and other filth. Have a zerg rush against the sand raiders to save the booze, I don't know, do something EPIC.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Ultimate Carl** on **May 04, 2010, 01:05:49 pm**

Even with DT having to basically reassign (or *unassign* as the case may be) an entire fort (that you didn't build yourself) while making sure that 1) things still get done 2) you don't have 10+ idlers can be tedious. :P

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 04, 2010, 01:06:17 pm**

Really? That's one of my favourite parts of playing.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Ultimate Carl** on **May 04, 2010, 01:09:38 pm**

Fixing problems and smartly changing labors to efficiently finish projects can be fun.

To me, large-scale labor assignments falls more into the realm of Fun. :P

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 04, 2010, 01:11:04 pm**

Eh well, if matuin is too much of a sissy coward mommy's boy to play I guess the rest of his turn is up for grabs.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 04, 2010, 01:14:14 pm**

Quote from: Demonic Spoon on May 04, 2010, 01:11:04 pm
Eh well, if matuin is too much of a sissy coward mommy's boy to play I guess the rest of his turn is up for grabs.
Grabbed ages ago, captain! First order of business: The Dwarven Face of the Cool.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 04, 2010, 01:18:22 pm**

...

I hate you guys, so much.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 04, 2010, 01:31:42 pm**

Quote from: Demonic Spoon on April 30, 2010, 10:42:11 am
CURRENT NEWS: LordSlowpoke again no doubt busily defacing all of my greatest works, perverting all that is good, slaughtering little dwarf babies, kicking puppies etc.
This goes straight into my sigtext.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 04, 2010, 01:44:59 pm**

Heh, I'm glad you liked it.

Wait a sec, I think this may have been the first time I was sigged....sniff, I'm so happy. :)

I'm still going to have to kill you of course.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 04, 2010, 02:38:14 pm**

...Good luck on that.

Mwahahahahahaha.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Ultimate Carl** on **May 04, 2010, 02:43:03 pm**

Correction: By the time the game gets to my turn, I may be directing the (in-)actions of LordSlowpoke and his harem. Only.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Max White** on **May 04, 2010, 08:23:03 pm**

Ok, by the time my turn rolls up I'm going to have to 'clean' this fort out with magma, sparing only the 7 most newest, useful migrants, aren't I...

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 04, 2010, 11:12:04 pm**

LordSlowpoke? The Save?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 05, 2010, 07:38:42 am**

Sorry guys, power outage. Shonus wasn't on yet, at least according to his profile page. I'm gonna check the save for corruptions.
FAKEEDIT: Save corrupted. I'll upload a backup I used for Therapist, all the labors should be fine. Expect an edit soon.

Edit: Here. (<http://dff.d.wimbli.com/file.php?id=2301>)
The fact that you didn't skip me yet is beyond me on this one. Might be the thing that I made over a thousand changes to the labor list.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Lord Shonus** on **May 05, 2010, 09:06:59 am**

Grabbing the save now.

EDIT: My internet keeps corrupting the download. I'll have to pass.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 05, 2010, 11:01:37 am**

...I think LordSlowpoke has cursed this thing. Burn the witch! Downloading the save to test it myself. Until I declare it unusable the rest of the turn is up for grabs by someone other than LordSlowpoke.

Save works for me. Step forward ye brave forumgoers and lead Sparkgear to greatness. I, Demonic Spoon, demand this! Failure to meet my requirements will result in execution by fluffy wambler!

And why did you rename my lever for opening up the bridges over the murky pools for refilling via rain as the suicide lever and warned that it would collapse vital areas of the fort? I'm gonna pull it just to see what happens now, and the lever in the hospital, and my dwarf doesn't have a office, how can I be expected to become one with the universe and do our accounting without a office?! How I ask you?!

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 05, 2010, 11:16:12 am**

Quote from: Demonic Spoon on May 05, 2010, 11:01:37 am

Until I declare it unusable the rest of the turn is up for grabs by someone other than LordSlowpoke.

I wasn't really planning on playing this thing three days in a row. First my computer suddenly shits bricks. Then, it works mightly fine (30-40 fps, even 80 after I dl'd DF accelerator) and BAM the entire town's power goes down.
...Not again.

Edit: I didn't mention that there was a thunderstorm that *lasted exactly two days* and it was the same thing which cut the power off. And now? Sunny. Hell, so sunny that it jumped from 12 celsius yesterday to 21 today. This save is cursed.

Edit2:
[Quote from: Demonic Spoon on May 05, 2010, 11:01:37 am](#)

And why did you rename my lever for opening up the bridges over the murky pools for refilling via rain as the suicide lever and warned that it would collapse vital areas of the fort? I'm gonna pull it just to see what happens now, and the lever in the hospital, and my dwarf doesn't have a office, how can I be expected to become one with the universe and do our accounting without a office?! How I ask you?!

1. Because fuck the world, I'm a noble. Also, the lever in the hospital just locks random doors. It's supposed to operate the entrance/drawbridge.
2. Your office was in the process of being moved when I did a backup. It's the 5x5 area next to the hospital. You can't miss it even if you try hard, really.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 05, 2010, 11:23:01 am**

Mmm, you guys should really set the fields to fallow. Why has a horse just suffocated to death? And I'd suggest canceling all of LordSlowpoke's digging designations.

And DF just randomly crashed on me after a lot of people started mysteriously dying after I pulled the lever in the hospital and went to stock to zoom to the corpses...what did you DO LordSlowpoke? And I see you stole my brilliant well shaft trick you sly devil you. Wanted to send me on a suicide mission to down below eh? Trying to off old Spoony eh? We'll see about that.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 05, 2010, 12:03:05 pm**

[Quote from: Demonic Spoon on May 05, 2010, 11:23:01 am](#)
Why has a horse just suffocated to death? And I'd suggest canceling all of LordSlowpoke's digging designations.

Come on, I'm trying to make an area for legendaries. And the peasantry that'll support them.
And the horse? I dunno lol.

[Quote from: Demonic Spoon on May 05, 2010, 11:23:01 am](#)
And DF just randomly crashed on me after a lot of people started mysteriously dying after I pulled the lever in the hospital and went to stock to zoom to the corpses...what did you DO LordSlowpoke?

Oh, DF has the tendency to crash when large amounts of mechanisms go off. That's why I labelled the murky pool lever as "suicide", at least one of the reasons. Too much stuff has to be calculated at once, and there's not enough RAM. Stercus Accidit. And *then* you went to check up on the huge amounts of corpses. That had to be found, obviously. Even more strains on the CPU/RAM. I'm keeping stone stockpiles low for a reason.

[Quote from: Demonic Spoon on May 05, 2010, 11:23:01 am](#)
And I see you stole my brilliant well shaft trick you sly devil you. Wanted to send me on a suicide mission to down below eh? Trying to off old Spoony eh? We'll see about that.

Oh, not that. I meant to send some expendable peasants down there and get you to fight one of the two unkillable forgotten beasts lurking in the caverns.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 05, 2010, 12:04:29 pm**

...I lovehate you so much.

...is this where you got my new name from? (<http://www.youtube.com/watch?v=QI5t2tnet2k>)

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 05, 2010, 03:01:16 pm**

Actually, this. (<http://www.youtube.com/watch?v=T3n0vBcW5fc>)
And there's nobody to take my cursed save? Really?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Robocorn** on **May 05, 2010, 03:20:02 pm**

Is it my turn already?
time sure flies

Since the list kind of indicates I have to go next.(or we get the day off or something.) I'll download the save and play it a coupla hours.

EDIT: M'kay, got it downloaded, seriously, does everyone always save it as region1?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 05, 2010, 04:06:41 pm**

I saved it as region1 simply because I used a new install. Derp.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Robocorn** on **May 05, 2010, 04:07:28 pm**

Slate 25th 1055:
Dwarves be droppin left an' right but I cannae tell what is happenin to them.
My only choice is to mobilize the entire dwarven populus.

Not being a military man myself, I've created five new squads with the same nine members. I'm sure they'll work five times as hard.

Felsite 5. turns out everyone's been farming, which is why nobody has been following my orders.

Felsite 19. Some giant blue spider crawled up from the depths and decided to kill several dozen dorfs. it's now in the kennels killing caged monxies.

Bah, I wasn't feeling it today so it just wound up worse if you want to play the more *fun* version of Lordslowpoke's save it's here (<http://www.mediafire.com/?jioImm0mo4z>)

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 05, 2010, 11:17:56 pm**

Well that was fast... you do know you still have several hours right? What was the giant spiders name? I don't remember modding in giant spider, unless it's a GCS.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Flaede** on **May 05, 2010, 11:26:05 pm**

I finally got a new computer that can play the new Dwarf Fortress. I want in on this. Can I have a turn?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Jimmy** on **May 06, 2010, 05:27:01 am**

That would be the forgotten beast that showed up on my turn. It was like a Giant Cave Spider.

A Flying Giant Cave Spider.

That shoots poison.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 06, 2010, 07:33:54 am**

Sure you can take the turn flaede, sorry for taking so long to respond, I didn't have access to my computer.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Moontayle** on **May 06, 2010, 10:03:06 am**

Move me from the 8th to the 13th. Video card on the desktop took a dive and none of the spares work so I managed to convince the wife to fund me buying all the parts to build a new one. They won't be here until next week though. The good news is that I should be able to run SG in whatever state it comes in.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 06, 2010, 10:09:18 am**

Done, grab some more turns people! How's it going Flaede?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 06, 2010, 10:10:40 am**

I assume I'm not allowed to take turns anymore?
And Flaede, yeah, give us some kind of report. The public demands some delicious madness, and Sparkgear is a brand name for it already.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 06, 2010, 10:20:41 am**

Well sure you can, how's the 15th?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 06, 2010, 10:21:49 am**

I'll take that. Remind me, how long did the average Sparkgear survive? About 20-30 turns?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Ultimate Carl** on **May 06, 2010, 12:13:02 pm**

I'd take one of these skipped/moved turns and get mine early, but I requested the 12th specifically because I'll be finished with my exams by then. :P

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Robocorn** on **May 06, 2010, 03:13:51 pm**

can I go on the eighth? I'll actually do something next time. Something that doesn't kill ten dwarves. (intentionally)

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Andreus** on **May 06, 2010, 05:19:10 pm**

I call the 11th.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 06, 2010, 10:55:34 pm**

If flaede doesn't show up soon then use earlier save chaosseed.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Flaede** on **May 06, 2010, 11:55:32 pm**

what what what?
Dang. When I asked I thought someone was on a turn already and I'd take next one open! I missed Spoon's response. Didn't mean to hold up the action, didn't know I was up. Would a couple of hours on a brand new PC be likely to get me any progress?

Edit: Whats with the ridiculous long folder name?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 07, 2010, 12:25:05 am**

I sorry, I misread your post, I thought you wanted the current turn, sorry, will sign you up for another turn, and if you're willing the sure, play a bit until choasseed shows up. And the long name is probably LordSlowpoke doing, trying to be funny or something.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Flaede** on **May 07, 2010, 12:29:12 am**

Quote from: Demonic Spoon on May 07, 2010, 12:25:05 am

I sorry, I misread your post, I thought you wanted the current turn, sorry, will sign you up for another turn, and if you're willing the sure, play a bit until choasseed shows up. And the long name is probably LordSlowpoke doing, trying to be funny or something.

I've had it crash twice. I'm shortening the ridiculous folder name and hoping that helps.

EDIT: it did. Also: 40fps. Not bad.

Nope. Doing something wrong. Keeps crashing. All I manage to do is dig out a giant stockpile area by the dumping zone so as to speed up that process a bit... then around a season in BAM, crashie crash.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Chaoseed** on **May 07, 2010, 01:26:45 am**

Quote from: Robocorn on May 05, 2010, 04:07:28 pm

Bah, I wasn't feeling it today so it just wound up worse if you want to play the more *fun* version of Lordslowpoke's save it's here (<http://www.mediafire.com/?jjolmm0mo4z>)

Okay, I'm here!

Uh...unless Flaede wants to do it? >_>

Anyway, I downloaded the save and verified that I can load and save it, at least.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Flaede** on **May 07, 2010, 02:01:08 am**

Nope. Doing something wrong. Keeps crashing. All I manage to do is dig out a giant stockpile area by the dumping zone so as to speed up that process a bit... then around a season in BAM, crashie crash.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Chaoseed** on **May 07, 2010, 02:24:35 am**

All right, I'll take a crack at it. Tomorrow, after rest...>_>

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **nahkh** on **May 07, 2010, 06:18:27 am**

Oh wow. I came here today with the intention of starting up Sparkgear again, but looks like it's still running. Man. Awesome. Too bad to hear of your technical problems though.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Heron TSG** on **May 07, 2010, 07:50:53 am**

Well, I suppose you could run the next one. We've been sort of passing it around.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 07, 2010, 07:52:55 am**

Yeah, this one is going down soon anyway. My estimate for that is about 9 days.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 07, 2010, 07:55:46 am**

Quote from: Demonic Spoon on April 28, 2010, 08:59:49 am

I demand control of this monstrosity! Unless nahkh shows up. I'll start it in May? And start a thread when this one seems to be officially dead.

So feel free to start the next one when this one dies nahkh, it's just not the same without you! :)

I'm guessing that either my modding in of custom workshops after genning the world and embarking, the bugginess of the new version or the sort of corrupted save that LordSlowpoke loaded up is causing the problems. I suggest using LordSlowpoke's first save instead of his second.

So that would be this one (<http://dffd.wimbli.com/file.php?id=2292>).

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **nahkh** on **May 07, 2010, 09:17:35 am**

Quote from: Demonic Spoon on May 07, 2010, 07:55:46 am

So feel free to start the next one when this one dies nahkh, it's just not the same without you! :)

Maybe I will! I've got some ideas that ought to make the game challenging enough.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Flaede** on **May 07, 2010, 08:08:57 pm**

Well the first time it crashed for me it was immediately after I tried to mouse over one of the embark corpses. The second time was just a random crash. Could have been anything.

(and swimming pools? really?)

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Chaoseed** on **May 07, 2010, 10:05:40 pm**

So, I was supposed to go until midnight GMT...or...it's after midnight?

...

THE POINT IS, I took one of the saves, played for a while and did some stuff. I built the mayor some rooms. I started digging toward magma (unfinished). I broke into the underground to harvest a few trees (there are some doors waiting to be installed to block it off if you guys want). Some leatherworker had a mood, so I built a smelter and created some gold (he got all his ingredients and started working, but he hasn't completed his Possessed Thingy yet). I stopped Demonic Spoon from swimming OMG STOP SWIMMING DEMONIC SPOON

Here is the save, check it out, or don't. (http://chaoseed.com/sparkgear/sgxi_3.zip)

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Flaede** on **May 07, 2010, 10:08:15 pm**

Quote from: Chaoseed on May 07, 2010, 10:05:40 pm

So, I was supposed to go until midnight GMT...or...it's after midnight?

...

THE POINT IS, I took one of the saves, played for a while and did some stuff. I built the mayor some rooms. I started digging toward magma (unfinished). I broke into the underground to harvest a few trees (there are some doors waiting to be installed to block it off if you guys want). Some leatherworker had a mood, so I built a smelter and created some gold (he got all his ingredients and started working, but he hasn't completed his Possessed Thingy yet). I stopped Demonic Spoon from swimming OMG STOP SWIMMING DEMONIC SPOON

Here is the save, check it out, or don't. (http://chaoseed.com/sparkgear/sgxi_3.zip)

In your save, was Demonic Spoon the only miner? and the only one who has appraisal? and the only one who does anything other than plant seeds and harvest seeds? (though often he's just going swimming instead)

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 08, 2010, 12:19:10 am**

Yay! Someone actually managed to play their turn! :)

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Chaoseed** on **May 08, 2010, 02:16:07 am**

Quote from: Flaede on May 07, 2010, 10:08:15 pm

In your save, was Demonic Spoon the only miner? and the only one who has appraisal? and the only one who does anything other than plant seeds and harvest seeds? (though often he's just going swimming instead)

In a word: Yes. :o

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 08, 2010, 02:17:03 am**

Hey, you won't mock my mad swimming skillz when I'll be the only one to survive the watery doom of our fort.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Ultimate Carl** on **May 08, 2010, 03:53:02 am**

Quote from: Demonic Spoon on May 08, 2010, 02:17:03 am

Hey, you won't mock my mad swimming skillz when I'll be the only one to survive the watery doom of our fort.

Good luck swimming in *candy*. And by candy I mean **magma**.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 08, 2010, 04:00:45 am**

Well magma doesn't seem to burnify you anymore so that might just be possible. And if robocorn don't show up in a hour his turn be up for grabbings.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **nahkh** on **May 08, 2010, 08:13:33 am**

It's nice to see so many old hands are still around, and equally nice to see so many new faces interested in this abomination.

I hope you can stay as crash-free as possible. I know it's a bitch to lose a fort to technical issues.

Love,
-Nahkh

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 08, 2010, 09:28:26 am**

Robot unicorn didn't show up so what little is left of the turn is up for grabbings.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Heron TSG** on **May 08, 2010, 09:31:05 am**

Wow, the month is passing by quickly. Only two weeks until my turn already.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **abculatter_2** on **May 08, 2010, 10:29:00 am**

I'LL TAKE THE CASE! Or am I too late?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Robocorn** on **May 08, 2010, 10:32:08 am**

Quote from: abculatter_2 on May 08, 2010, 10:29:00 am

I'LL TAKE THE CASE! Or am I too late?

yes you're too late
downloading the save now.
EDIT:DONE
Now for my all important checklist

- Understand what the hell is going on
- Kill that goddamn ~~spide~~ snake (What did you do to the spider to remove it from the units screen LSP?)
- Adamantine Plate mail
- Profit

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **abculatter_2** on **May 08, 2010, 10:57:20 am**

Quote from: Robocorn on May 08, 2010, 10:32:08 am
Quote from: abculatter_2 on May 08, 2010, 10:29:00 am
I'LL TAKE THE CASE! Or am I too late?
yes you're too late

Damn

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Robocorn** on **May 08, 2010, 11:25:22 am**

Some Trololol guy just stopped digging underwater because It "was dangerous terrain" even though the guy just spent a year swimming.
Lazy.

These dwarves should all be legendary wrestlers because they've been strangling my framerate for so long.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 08, 2010, 11:30:11 am**

Quote from: Robocorn on May 08, 2010, 10:32:08 am
Kill that goddamn spide snake (What did you do to the spider to remove it from the units screen LSP?)

I stared at it for three months and then said "Nope. That dosen't exist."

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Robocorn** on **May 08, 2010, 11:46:46 am**

Quote from: LordSlowpoke on May 08, 2010, 11:30:11 am
I stared at it for three months and then said "Nope. That dosen't exist."

Sonnuvabich, It was swimming the whole time and now I'm gonna get killed by a baby blue spider with fairy wings AGAIN
You personally are going to fight the spider LordSlowPoke.

EDIT:As I typed that you were mutilated by the snake. You will be missed :'(

EDIT: Nevermind, that was Jimmy, Who I cannot ever hope to miss.

Two's company three's a crowd! A third Beastie has showed up to greet sparkgears! Some purple dinosaur that shoots webs.

The snake has killed 15 dwarves and it seems to be a bit upsetting to the craftsddwarves, LordSlowPoke has yet to lift a finger against this monstrosity, choosing instead to stand around a few floors above (presumably) picking his nose.

A few legendary wrestlers encountered our slithery friend and were made quick work of. They managed to break its horn but negelected to do any damage to the body. Does ANYONE have piercing weapons in this place?

The snake kills yet another legendary wrestler with the greatest of ease and the purple dinosaur rises from the depths into the bloodshed as demon spoon cowers in his palace. Seriously? They're all wrestlers and hammermen? Who armed this militia?

The spider, which hilariously lacks a buildingdestroyer tag, continues to but its head against a door near the adamantine deposit.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Moontayle** on **May 08, 2010, 12:06:52 pm**

Sparkgear is the dwarven word for "incompetent". In other words, what did you expect?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Robocorn** on **May 08, 2010, 12:07:58 pm**

Quote from: Moontayle on May 08, 2010, 12:06:52 pm
Sparkgear is the dwarven word for "incompetent". In other words, what did you expect?

Completely unreasonable magma flooding devices.

Ehh, how'd they survive this in bronzemurder?
Spoiler (click to show/hide)
AUUGH THAT SUCK!

I close al the hatches and for some reason itkeeps the purple dinosaur at bay.
Our snake friend who shall now be called Lothena or "Lothie" for short has kicked Lordslowpoke's Competent Hammerdwarf ass back to Armok.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 08, 2010, 12:18:33 pm**

Continue the good work robot unicorn.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Robocorn** on **May 08, 2010, 12:21:23 pm**

Quote from: Demonic Spoon on May 08, 2010, 12:18:33 pm
Continue the good work robot unicorn.

You're next buddy, a pick is like a spear right? and you're the only one who's been mining.
Having Reduced our numbers by 50%, Lothie has been meandering about in the tunnels killing dorfs left and right, a newly drafted Demonic Spoon, who I've freed of his previous trollololol monicker, has decided to keep his hide by cowering in his quarters while his bretheren are slaughtered.

I try to close more hatches but griefstricken dorfs keep breaking them open again.

I find piles of ammoless crossbows that have been used as hammers and n sign of as much as a training sword, I wouldn't be surprised if they cut down trees by headbutting them going by their fear of sharp objects.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 08, 2010, 12:26:45 pm**

Kill me and you shall suffer the most horrible fate imaginable, and I'll be really angry at you. Also I'll tell your mom.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Robocorn** on **May 08, 2010, 12:40:44 pm**

A disaster has been averted today, however in the most Elvenly way possible. Lothie has been walled into the library for all of time, or until I am eligible for my pension, whichever comes first.

The only surviving noble is Demonic Spoon who has survived by crapping his pants in the corner while everyone else went out in a sea of blood and poison, he shall thus be dubbed, "Elfie, The beardless" and will still have to take stock of all our weapons and valuables.

In this new sparkgears we'll have to live off of the ten years worth of stockpiled food, and not open the door for the purple dinosaur below or the fairy spider.

Everything seemed to be going smoothly. I mean the dwarves are miserable and the FPS is low but everyone has gone back to work. Some farmer went berserk and ran into a cage trap where I will let him Die.

I'll name the only working dorf after myself

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 08, 2010, 12:52:09 pm**

I think, that due to my profession name, Robocorn created the first ever unfortunate accident of 2010.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Robocorn** on **May 08, 2010, 01:04:56 pm**

Quote from: LordSlowpoke on May 08, 2010, 12:52:09 pm
I think, that due to my profession name, Robocorn created the first ever unfortunate accident of 2010.

Unfortunate? I killed off all the nobles but Demonic Spoon and captured a giant snake. That's a pretty good accident in my book.

GRAAAGHHH

A unicorn made of water! How the hell am I going to kill a water unicorn with three competent wrestlers. It's almost as if everything is out to kill me. His name is gareth an he's not comin' in here. Until my pension is due.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 08, 2010, 01:11:16 pm**

Quote from: Robocorn on May 08, 2010, 12:40:44 pm
In this new sparkgears we'll have to live off of the ten years worth of stockpiled food, and not open the door for the purple dinosaur below or the fairy spider.

...are you high by any chance? :P

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Robocorn** on **May 08, 2010, 01:24:28 pm**

Purple dinosaur has begin wreaking havoc.
I'm really tired of this shit.

Purple dinosaur has begun fighting Elfie, his cowardice is no match for the beast's deadly web.

The dino continues to run about and shows a fondness for killing puppies.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 08, 2010, 01:29:14 pm**

Noo! Elfie! :'(

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Robocorn** on **May 08, 2010, 01:41:15 pm**

The population has gone down to one digit. It's officially time for a break. And some masterwork engravings

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 08, 2010, 01:44:51 pm**

...well this was not totally unexpected I must admit. Reclaim anyone?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Moontayle** on **May 08, 2010, 01:47:57 pm**

Hmm, I wonder if I would have fared any better.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 08, 2010, 01:49:10 pm**

Probably, robot unicorn seems determined on killing everybody.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Robocorn** on **May 08, 2010, 01:51:45 pm**

Its still going, I'm just gonna take an hour off. Then turn your room into a burrow and send all survivors in there to eat your food until something finally happens.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 08, 2010, 01:57:02 pm**

...why do you guys hate me? Is it the monocle? Monocle envy? Is that it?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Robocorn** on **May 08, 2010, 02:05:02 pm**

I don't hate you Elfie :(
I never even got dorfed by myself

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 08, 2010, 02:10:17 pm**

Really? What happenend to this then?

Quote from: Robocorn on May 08, 2010, 12:40:44 pm

I'll name the only working dorf after myself

Quote from: Robocorn on May 08, 2010, 01:04:56 pm

A unicorn made of water! How the hell am I going to kill a water unicorn with three competent wrestlers. It's almost as if everything is out to kill me. His name is gareth an he's not comin' in here. Until my pension is due.

And lol, I missed this bit, hehe, hilarious, it's like we are a magnet for all of the silliest creatures in existance.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Robocorn** on **May 08, 2010, 02:14:54 pm**

Quote from: Demonic Spoon on May 08, 2010, 02:10:17 pm

Really? What happenend to this then?

Quote from: Robocorn on May 08, 2010, 12:40:44 pm

I'll name the only working dorf after myself

Decided against it when said dorf build himself out into the wilderness and died of starvation.

Yeah, Gareth and fairy spider are living on monster island because they refuse to path into the fortress. I never did get those adamantine breastplates.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Chaoseed** on **May 08, 2010, 03:38:14 pm**

Quote from: Robocorn on May 08, 2010, 12:40:44 pm

In this new sparkgears we'll have to live off of the ten years worth of stockpiled food, and not open the door for the purple dinosaur below or the fairy spider.

BAM BAM BAM "Open up, dwarves..." *BAM BAM BAM* "C'mon, let's all sing together..." *BAM BAM BAM* "*I love you, you love me...*"

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Robocorn** on **May 08, 2010, 05:34:26 pm**

Mission Impossible Theme (<http://www.youtube.com/watch?v=XAYhNHhxN0A>)

Operation Alpha

1. Open the Got-Dang Door
2. Break into Elfie's grand room
3. wall it up.
4. Hope that the fall caravan or the invaders can kill off the purple dinosaur

The only alternative is to die and reclaim, I rally don't want to be *that guy* who kills off the whole fortress of 66 dorfs.

I want to be the guy who leaves a fortress containing 3 dorfs held up in a stalemate surrounded by inhuman monstrocities. I think I'm beginning to understand Sparkgear.

In an amazing ironic twist. The door never opened and the purple dinosaur followed a weaver into Elfies room before being sealed in itself.

Summer has come and a human caravan, a hobgoblin caravan, and a brigade of sand raiders, and two goddamn goblin ambushes have all arrived to Sparkgear, I'm not letting them in, They can go straight to the circus for all I care.

Well, things almost seem to be returning to order, as in, life is not ending constantly. I've dorfed myself as a one year old dorfling who does nothing but break things and claim the possessions of the dead.

In autumn, only a few months after the massacre, some dorfs have already stopped being miserable, they still complain about food and drink (which is ludicrous if you know how much LordSlowPoke produced) but the chance of insanity has dropped. I bet you jerks thought I would wreck everything. Wrong. I just killed 80% of the population.

I'm naming some babies after Demonic Spoon and Lordslowpoke for no apparent reason.

FIFTH FORGOTTEN BEAST

A big hairy ant. goddammit

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **nahkh** on **May 08, 2010, 07:04:15 pm**

Figured I might as well let you guys know, just started a community fort kind-of-thing. By the name of Deepspark. Looks like hell, so far.

EDIT: Yeah, just had a murder, and it's not even autumn yet.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Nonsapient** on **May 08, 2010, 07:31:36 pm**

This is delightfully entertaining.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Heron TSG** on **May 08, 2010, 08:18:22 pm**

Robocorn, you are truly a brother in arms. I can't wait to bring more insanity when my turn comes around.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Robocorn** on **May 08, 2010, 09:01:52 pm**

Tried to bring one of our fuctioning dorf's wives from the lair of the pink beast only to discover that she was stricken with melancholy and would never release the child she is carrying. I'll have to hole up that wall I opened for her.

The stupid friggin ant is blasting its way through all of the floor hatches at an alarming rate. I've set the dorfs to hide in the room with all the food where the double forbidden doors and sufficient distance should interfere with its pathing, boy I wish I had some zombie eagles right now...

Predictably, we attracted no migrants this season.

Unable to use its clairvoyance to see the three remaining sane dorfs. The giant ant stops dead in its tracks on the stairwell, locking the remaining dorfs on the upper levels of the fortress with easily a century's worth of food and booze for a party of their size but no beds. Insanity is my biggest problem now, but when hasn't it been?

It's come to this, just two adult dwarves, my avatar a child who helps with harvesting crops, and Lordslowpoke's baby self abandoned and ready to die from thirst. This is truly the essence of dwarf fortress.

I'm going to collect a pick from the weapons stockpile I haphazardly threw together on one of the upper levels to dig down to the room with the chests, from there I'll be able to acquire rooms for the remaining dorfs.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Andreus** on **May 08, 2010, 09:23:47 pm**

Tuesday's going to roll around and I'm not going to have a fort to govern, am I? ;)

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Robocorn** on **May 08, 2010, 09:33:31 pm**

Quote from: Andreus on May 08, 2010, 09:23:47 pm

Tuesday's going to roll around and I'm not going to have a fort to govern, am I? ;)

You'll have some babies at least.

Dwarf fortress babies...

For some reason or other, even though I have designated him a miner and assigned him a pick and assigned a place to be dug, my weaver refuses to do any mining, I'll have some of the dorfs engraving pictures of the massacre throughout Sparkgear until the dwarven caravan arrives and I can give them boatloads of crap in exchange for weaponry and equipment.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **PotatoDaddy** on **May 08, 2010, 09:47:43 pm**

Quote from: Robocorn on May 08, 2010, 09:33:31 pm

You'll have some babies at least.

Dwarf fortress babies...

Since I'm going to be on the netbook for a while does anyone mind shopping the Dwarf face onto a pic of muppet babies?

Also Sparkgear is epic as usual.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Robocorn** on **May 08, 2010, 10:03:31 pm**

Lordslowpoke Jr. has died from thirst having been abandoned by his mother, the other dorfs don't even bat an eye and remain content in their survival, Demonic Spoon Jr. Is safely on his mothers back as she engraves inane objects that have no relevance to the amazing and horrifying sights she has seen.

Lil' Robocorn is getting a bunch of pathing errors every time he tries to loot a corpse.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Urist Imiknorris** on **May 08, 2010, 10:07:06 pm**

Quote from: Robocorn on May 08, 2010, 10:03:31 pm

Lil' Robocorn is getting a bunch of pathing errors every time he tries to loot a corpse.

Should I sig this? I should sig this, shouldn't I?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Robocorn** on **May 08, 2010, 10:16:18 pm**

The giant fuzzy ant stirred and I scrambled the dorfs, then it returned to relative peace. I hope it picks a fight with the purple dinosaur, if it so much as notices the dorfs we're dead, Dead.

In another note, I only have one hour left, hope you guys enjoy living in constant fear. ;)

Gah, the beast has approached even more, apparently they can easily path through a single object with their buildingdestroyer but they have difficulty pathing through two juxtaposed objects. I further news, Blue Fairy spider has joined furry ant in the stairway standoff. Here's hoping they duke it out.

I see, a child in the lower levels that was once an abandoned baby has been attracting the attention of the beasts. hopefully he'll die of dehydration before he calls any more attention to the continued existence of dorfs in Sparkgear.

A caravan comes but I can't open the door. despite there being a pile of mechanisms in the same room, I'm not allowed to make a lever with them and jerry-rig the drawbridge down. They're not forbidden I just can't use them, and the levers are all located down too close to the beasts for comfort, guess we'll have to let the eagles get them.

The beasts got up to the meeting area and killed the dwarf child, they then began to wreck the place, they show no signs of knowing of the existence of the four active dwarves in the upper levels.

Some battle containing enough ambushers to qualify as a seige happened outside while the caravan got clobbered. This was of no concern to us, we were to preoccupied not being slaughtered. You know what would have been great, if we could let the beast out without having them go through the whole fortress, this stairwell thing is terrible for defense against anything but invading armies, is that what they were expecting? This isn't the same Dwarf fortress you played last year. this is DWARF FORTRESS 31.03!

To put it accurately, there are 79 total invaders outside, and I would rather they face the blue fairy spider and the hairy ant then me.

Final Thoughts

This was great, I always thought this is what a secession game should be. I've let absolutely everyone of importance die, I'm trapped with no less than four unearthly killing machines, half the population are children, and to top it all off, I won for the day. I lived and now the insanity belongs to someone else.

Uploading the save as I write this.

Here (<http://download603.mediafire.com/0damf03qjnrg/rmvunwmrrjm/Sparkgear7.zip>)

Note: Pathing errors keep us alive but lower the framerate, I get around 20FPS and My computer runs DF really well. You may have to modify your settings or use an accellerator to be able to play it at bearable speeds.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Urist Imiknorris** on **May 08, 2010, 11:22:08 pm**

I actually lol'd. This is possibly better than Boatmurdered. It's like that time in Headshoots when a Giant Desert Scorpion was barricaded in the Queen's tomb.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 09, 2010, 12:02:39 am**

I believe I have exactly the picture for this, now where did I put it, ah here it is.



Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Robocorn** on **May 09, 2010, 12:12:03 am**

Did I do good? I thought from two days ago that massive death might not be a good thing. :o

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 09, 2010, 12:13:45 am**

I don't know about massive death but hilarious death is a good thing. The only thing I really forbid is murdering the fps.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Robocorn** on **May 09, 2010, 12:19:50 am**

Quote from: Demonic Spoon on May 09, 2010, 12:13:45 am
I don't know about massive death but hilarious death is a good thing. The only thing I really forbid is murdering the fps.
Sorry about that, when the forgotten beast showed up the framerate was cut in half and never fully recovered. It was 25 on my computer with all the bells and whistles. (temperature, weather) but with a few cutbacks it hopefully won't harm anyone else's experience too much.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Samoorai** on **May 09, 2010, 01:50:45 am**

K, grabbing the save now. I can already sense that this is going to be a Fun filled turn.

Okay, that's obviously the wrong save file. There's over 50 people alive! I was hoping for the unintentional hermit challenge!

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 09, 2010, 03:12:10 am**

Robocorn, you have successfully turned this pile of madness into a steaming pile of madness that outclasses even the most insane stories DF produced.
I salute you.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 09, 2010, 03:21:09 am**

Quote from: Samoorai on May 09, 2010, 01:50:45 am
K, grabbing the save now. I can already sense that this is going to be a Fun filled turn.
Okay, that's obviously the wrong save file. There's over 50 people alive! I was hoping for the unintentional hermit challenge!

Oh dear, I thought he might just have been high and hallucinating everything.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **nahkh** on **May 09, 2010, 03:33:11 am**

Oh my god. This is fucking hilarious :D
Sign me up for the next available round.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 09, 2010, 03:34:16 am**

Added.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Heron TSG** on **May 09, 2010, 09:23:35 am**

I also give you my Seal of Approval, robocorn.
Spoiler (click to show/hide)

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **heyguys** on **May 09, 2010, 09:31:35 am**

I'll sign up for a turn, but to be played only after may 20th. So somewhere on in the list appropriate to that.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Robocorn** on **May 09, 2010, 11:12:36 am**

Quote from: Samoorai on May 09, 2010, 01:50:45 am
K, grabbing the save now. I can already sense that this is going to be a Fun filled turn.
Okay, that's obviously the wrong save file. There's over 50 people alive! I was hoping for the unintentional hermit challenge!

Shit shit shit, I uploaded the wrong save
It's hard to name the damn things I feel like an asshole now
This is definitely the right one (http://download603.mediafire.com/0damf03qjnrg/rmvunwmrrjm/Sparkgear7.zip)

I linked to sparkgears.zip instead of sparkgears7.zip I really screwed up, It should be here I rechecked, my apologies to you Samoorai.
As an apology I will post the z menu and unit screen respectively
So much food, no way to open the door, so many caged animals.
Nish is going to die shortly without a mother, do what you wish with him.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Urist Imiknorris** on **May 09, 2010, 11:53:10 am**

Name Nish "Urist the Doomed."

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Burnt Pies** on **May 09, 2010, 03:07:41 pm**

what is it with sparkgears and ridiculous amounts of caged animals?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Heron TSG** on **May 09, 2010, 03:08:37 pm**

If we let them roam free they would turn on us.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Urist Imiknorris** on **May 09, 2010, 03:10:10 pm**

Quote from: Barbarossa the Seal God on May 09, 2010, 03:08:37 pm
If we let them roam free they would turn on us.

Like in Bronzemurder.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Samoorai** on **May 09, 2010, 08:15:49 pm**

Okay, got the save, I'll start on it soon. I might be a bit late with uploading, but that's fair since I've been delayed quite a bit. Also no updates during because my new place doesn't have internet yet, so I'll upload it at uni. See you guys later.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 09, 2010, 11:33:54 pm**

Try to upload the save soon please since your turn is technically over, since robocorn uploaded the wrong save though you get a bonus few hours.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Samoorai** on **May 10, 2010, 01:47:17 am**

Wait, when does my turn end? I'm at Uni re-downloading it since it failed before. So actually I haven't even started yet.

Screw it, reschedule me for later again. This just isn't my month.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 10, 2010, 07:37:59 am**

Turns end at midnight greenwich time. Pming ironvanguard, if he doesn't respond soon what remains of his turn if up for grabs.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Ultimate Carl** on **May 10, 2010, 02:12:22 pm**

Oh god. I hope SOMEONE gets a turn before mine comes up.

I mean I knew what I was getting into signing up for a SparkGear, buuuuut...

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 10, 2010, 02:41:17 pm**

Quote from: Ultimate Carl on May 10, 2010, 02:12:22 pm
Oh god. I hope SOMEONE gets a turn before mine comes up.
I mean I knew what I was getting into signing up for a SparkGear, buuuuut...

No worries, if Andreus dosen't show up, I'll take the save.
Return of the King, suckers.

Am I even allowed to do that? I mean seriously, there are three dorfs left, they're somewhat safe, so this should be manageable... nothing to fight with other than, I dunno, tantrum spirals and a fuckton of deadly stuff that I can unleash on our enemies if stuff goes right. But with my FUN-magnetism both in DF and IRL, this might end in a severe shitstorm in both of those.
This will be truly Fun.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **IronVanguard** on **May 10, 2010, 02:45:01 pm**

So I just use Robocorn's save right?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 10, 2010, 02:47:48 pm**

Yes.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Andreus** on **May 10, 2010, 03:31:53 pm**

Standing by to take the reigns of this clusterfuck :D

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **IronVanguard** on **May 10, 2010, 04:09:18 pm**

If there's anything left....

Robocorn, you are the master. Of disaster.

Three forgotten beasts sealed in below, at least three ambushes above. 2 dwarves and three children. And those two keep trying to put away objects they can't reach...

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 10, 2010, 04:10:48 pm**

Quote from: IronVanguard on May 10, 2010, 04:09:18 pm
If there's anything left....
Robocorn, you are the master. Of disaster.
Three forgotten beasts sealed in below, at least three ambushes above. 2 dwarves and three children. And those two keep trying to put away objects they can't reach...

If there's anything that you can name, requesting dorfing.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Andreus** on **May 10, 2010, 04:33:22 pm**

A few noobish questions to avoid any embarassment later. Firstly, it's currently 22:30 where I am, but I operate on British summer time right now, which I believe is GMT+1, so am I expected to take over in 30 minutes, or in an hour and a half? Secondly, what versions are we using?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Chaoseed** on **May 10, 2010, 04:59:11 pm**

I just use World Time Server. (http://www.worldtimeserver.com/current_time_in.UTC.aspx)

I also used the most recent version for my turn, 0.31.03.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **IronVanguard** on **May 10, 2010, 05:42:05 pm**

And now they will not dig. Despite mining on, and picks right there....

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **nahkh** on **May 10, 2010, 05:45:08 pm**

Check if they're in some squad, and check the burrows.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **IronVanguard** on **May 10, 2010, 06:03:32 pm**

Good suggestion, haven't used burrows yet, actually. Unfortunately, still nothing.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Andreus** on **May 10, 2010, 07:14:47 pm**

Standing by.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **IronVanguard** on **May 10, 2010, 09:29:14 pm**

Here it is. (<http://dffd.wimbli.com/file.php?id=2328>)

And here you go. Hopefully you'll have more luck then me. Made a couple things, many ambushes that can't get in and the elf merchants were slaughtered. I'd have done more, but I can't figure out their issue with mining....

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Robocorn** on **May 10, 2010, 09:30:45 pm**

Quote from: IronVanguard on May 10, 2010, 09:29:14 pm
Here it is. (<http://dffd.wimbli.com/file.php?id=2328>)
And here you go. Hopefully you'll have more luck then me. Made a couple things, many ambushes that can't get in and the elf merchants were slaughtered. I'd have done more, but I can't figure out their issue with mining....

me neither, the dwarves here are just insubordinate bastards >:(

It can't be the burrows because they're in the same burrows as the weapons and they walk by it all the time. it can't be the settings because they're both miners. We need some sort of DF pro to find out what their major malfunction is.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Andreus** on **May 10, 2010, 09:44:00 pm**

Starting now. Going to keep a journal of my thoughts. If a dwarf of age is available I'm going to name him after myself and keep a journal from his perspective as well.

First entry:

03:41 11th May DEAR FUCKING CHRIST I JUST LOADED THE GAME AND I CAN ALREADY SEE 40 CORPSES, WHAT THE HELL DID YOU DO TO THIS PLACE?!

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Urist Imiknorris** on **May 10, 2010, 09:46:09 pm**

Quote from: Andreus on May 10, 2010, 09:44:00 pm
03:41 11th May DEAR FUCKING CHRIST I JUST LOADED THE GAME AND I CAN ALREADY SEE 40 CORPSES, WHAT THE HELL DID YOU DO TO THIS PLACE?!

Five forgotten beasts.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Chaoseed** on **May 10, 2010, 09:48:25 pm**

Quote from: Andreus on May 10, 2010, 09:44:00 pm

Starting now. Going to keep a journal of my thoughts.

First entry:

03:41 11th May DEAR FUCKING CHRIST I JUST LOADED THE GAME AND I CAN ALREADY SEE 40 CORPSES, WHAT THE HELL DID YOU DO TO THIS PLACE?!

Sparkgear in a nutshell.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **Andreus** on **May 10, 2010, 09:50:28 pm**

Second entry:

03:48 11th May Oh god, oh god, oh god.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **Robocorn** on **May 10, 2010, 09:56:56 pm**

Quote from: Andreus on May 10, 2010, 09:50:28 pm

Second entry:

03:48 11th May Oh god, oh god, oh god.

I'm just swelling with pride

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **Andreus** on **May 10, 2010, 09:57:48 pm**

Listen, um, would anyone mind terribly if I staged a mass suicide of the remaining living individuals in the fortress and reclaimed? Because I honestly don't think anything of note will happen this turn unless I do that, but I'm fairly new so I want to get your permission first before doing such a thing.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **Heron TSG** on **May 10, 2010, 10:02:49 pm**

Generally reclaiming is only smiled upon if everyone dies. It's only okay to tear down the barricades if you have a wacky plan to murder everything outside.

(Protip: Magma, water, and combinations of the two are useful in this regard!)

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **Urist Imiknorris** on **May 10, 2010, 10:03:28 pm**

That would be a horribly evil, yet possibly tactically advantageous action.

See my avatar.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **Andreus** on **May 10, 2010, 10:07:09 pm**

Quote from: Barbarossa the Seal God on May 10, 2010, 10:02:49 pm

Generally reclaiming is only smiled upon if everyone dies. It's only okay to tear down the barricades if you have a wacky plan to murder everything outside.

(Protip: Magma, water, and combinations of the two are useful in this regard!)

Well yes, I realise that usually forcibly engineering a reclaim would be seen as terrible weakness of character, but at this point, the trade depot can't be accessed, the two adult dwarves refuse to mine despite no obvious cause for them to not do so (they're willing to take on other tasks, such as masonry, and there's an unholy clusterfuck of Forgotten Beasts chewing on the walls beneath us. If my dwarves would mine, I'd see this as merely my biggest challenge, but since they simply refuse to mine, I see it as hopeless.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **Andreus** on **May 10, 2010, 10:14:07 pm**

Oh, also, goblins just murdered an incoming human caravan. Not that I'm complaining - it was pretty funny, actually :D

EDIT: Oh, and Sand Raiders just killed the hobgoblin caravan.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **Robocorn** on **May 10, 2010, 10:20:25 pm**

open some hatches and pull the levers in the lower rooms, worst case scenario, the beasts kill you. best case scenario, the skeletal giant eagles kill you.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **Andreus** on **May 10, 2010, 10:29:08 pm**

Opened up the floor hatches. Robocorn, you're the last man standing.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **Robocorn** on **May 10, 2010, 10:32:09 pm**

Quote from: Andreus on May 10, 2010, 10:29:08 pm

Opened up the floor hatches. Robocorn, you're the last man standing.

: -X They wouldn't hurt a kid : -X

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **Andreus** on **May 10, 2010, 10:33:34 pm**

Wait, scratch that, you're missing all of your lower body.

EDIT: Wait, make that everything beneath your thoracic vertebrae.

SECOND EDIT: I hope you weren't too attached to your right arm, either, because it's certainly not attached to you anymore.

THIRD EDIT: Welp, time to reclaim.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Andreus** on **May 10, 2010, 10:40:04 pm**

Getting a crash every time I try to reclaim.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 10, 2010, 11:07:11 pm**

Really? Weird, damn bugs, sorry to hear about the mining as well. I think it might be the custom workshops.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Andreus** on **May 10, 2010, 11:10:55 pm**

I apologise profusely, but in that case I'm going to have to forfeit. Without the ability to reclaim, I honestly don't trust my ability to rebuild the fortress from scratch from two active dwarves and no miners. I know my limits as a DF player and I'm just not that good.

Sorry for failing, guys :(

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 10, 2010, 11:28:42 pm**

Will someone claim this doomed, buggy fortress?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **BlackRogue** on **May 10, 2010, 11:56:58 pm**

I'm almost crazy enough to try.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 11, 2010, 04:40:32 am**

Edit: Also, my timing is perfect. I wanted to claim after the turn was over.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Ultimate Carl** on **May 11, 2010, 08:20:18 am**

Well I'm ready for my turn whenever it comes up. I can't play early though since I'm still at work, but I'll pick it up at the changeover...

Also, mining problems: I've noticed in my main game that if you have your dorfs in burrows, they won't dig unless your DESIGNATION is also in a burrow. If you try to "set" the burrow over the designation, you won't see any change happen, but it will, and anything they dig out will then have the burrow "appear" on it. Most likely problem is nobody placed a burrow over the current designation, so they don't "see" that there's something to be dug and ignore it. Or at least that's my guess.

Also, man, I don't wanna play off a reclaim. D:

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 11, 2010, 08:42:23 am**

Well unless lordslowpoke has claimed the turn, I didn't really understand his post, you are free to start as early as you like.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Ultimate Carl** on **May 11, 2010, 09:46:26 am**

Well then unless LS wants it, I'll be back in ~7 hours and start a bit early.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 11, 2010, 10:15:38 am**

Seven hours, you say?
Also, I didn't really mean to take the turn, because I thought it was over. Oh Armok I can't derp loudly enough for it to be sufficient. But if you guys say that I claimed it, I shall do it.

DS, requesting that you catch up in the OP.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 11, 2010, 10:16:17 am**

NEVAR!

Demonic Spoon cancels update OP: Too lazy.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 11, 2010, 10:20:38 am**

Holy dicks on a mangled heart what is going on in this hellhole.

Edit: Let's see. Roughly five pages of invaders, out of which half are animals, as expected five forgotten beasts, one more page of invading horses, some undead eagles, and... 36 pages of dead stuff. The only dorfs capable of work are the major and a planter, FUCK THIS SHIT I'M WALLING EVERYTHING IN.

Edit2: More sand raiders. The force out there is so badass that it just kills the skeletons without a scratch. All of them. Using *crossbows*.

Edit3: If we ever had a wildlife, it just went extinct. Can't see even a single wild animal on the unit screen, undead or not.

<div>Edit4: Stratch that. Only one dorf is capable of work - the mayor. The planter is stuck, and so is Demonic Spoon. At last, I can kill him, even if it's a reincarnated baby of sorts.</div>
<div>Title: Re: !!Sparkgear XI: Revenge of the birds!! Post by: Demonic Spoon on May 11, 2010, 10:23:28 am</div>
<div>It's that awesome?</div>
<div>Title: Re: !!Sparkgear XI: Revenge of the birds!! Post by: Zifnab on May 11, 2010, 10:50:00 am</div>
<div>I downloaded it as well, just to check it out. It is that awesome.</div>
<div>The planter appears perfectly capable. Got her to pick up an axe to chop some logs for beds. Still can't get anyone to grab a pick. I'm going to try to assign the planter as the arsenal dwarf, throw both adults in the military and assign the mayor a pick. Will let you know if it works.</div>
<div>Title: Re: !!Sparkgear XI: Revenge of the birds!! Post by: LordSlowpoke on May 11, 2010, 10:52:41 am</div>
<div>Well, for me, only Robocorn is alive now. DS bled out when fighting a forgotten beast. The planter dodged down a staircase right into another forgotten beast. The major is trapped in a swimming pool surrounded by half of this place's problems, and only Robocorn wasn't enough of an idiot to go down when I was trying to flood the staircases. Also, he's covered in three pages of different bloods. The guy deserves a fucking medal.</div>
<div>Title: Re: !!Sparkgear XI: Revenge of the birds!! Post by: Demonic Spoon on May 11, 2010, 10:56:38 am</div>
<div>Hee! :D Robocorn really drove this place into the ground didn't he?</div>
<div>Title: Re: !!Sparkgear XI: Revenge of the birds!! Post by: Urist Imiknorris on May 11, 2010, 10:58:53 am</div>
<div>This is like breaching the HFS in Goldanguishes all over again.</div>
<div>Title: Re: !!Sparkgear XI: Revenge of the birds!! Post by: LordSlowpoke on May 11, 2010, 12:04:59 pm</div>
<div>... The game keeps crashing at me for no apparent reason. Might be an overflow of invaders, since there are at least five squads still under cover in there. Consider it as I abandon this boat, Carl - proceed with whatever you want.</div>
<div>Title: Re: !!Sparkgear XI: Revenge of the birds!! Post by: Demonic Spoon on May 11, 2010, 12:09:19 pm</div>
<div>Mmm, well this seems to be a bust. Unless carl gets it working we revert to before robocorn or brand new fortress?</div>
<div>Title: Re: !!Sparkgear XI: Revenge of the birds!! Post by: Ultimate Carl on May 11, 2010, 12:37:16 pm</div>
<div>It's your call, I still can't play until I get off of work. I'd like to at least TRY and take a crack at it first though.</div>
<div>Title: Re: !!Sparkgear XI: Revenge of the birds!! Post by: Demonic Spoon on May 11, 2010, 12:39:20 pm</div>
<div>Sure, attempt away, I'm only offering options for when you inevitably fail.</div>
<div>Title: Re: !!Sparkgear XI: Revenge of the birds!! Post by: Urist Imiknorris on May 11, 2010, 12:39:25 pm</div>
<div>Did Robocorn blow up the fort?</div>
<div>Title: Re: !!Sparkgear XI: Revenge of the birds!! Post by: Zifnab on May 11, 2010, 12:42:04 pm</div>
<div>I was able to get the planter to grab a pick and mine by putting her in a squad, assigning her a pick, having her be the arsenal dwarf, and stationing her somewhere. When I then unstationed her and removed her from the military she mined.</div>
<div>Title: Re: !!Sparkgear XI: Revenge of the birds!! Post by: nahkh on May 11, 2010, 12:46:41 pm</div>
<div>Bravo, you the man.</div>
<div>Title: Re: !!Sparkgear XI: Revenge of the birds!! Post by: Demonic Spoon on May 11, 2010, 12:50:42 pm</div>
<div>Yay! say, sounds like you're having fun zifnab, how about playing some more and then upload the save?</div>
<div>Title: Re: !!Sparkgear XI: Revenge of the birds!! Post by: Zifnab on May 11, 2010, 01:13:29 pm</div>

Only problem is in getting the planter to mine, I seem to have broken the mayor. He won't do a thing. Just stands there. He has no job, but it shows zero idlers.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 11, 2010, 01:28:30 pm**

Sorry if this was asked already, but...

Why the hell is the fortress name on fire.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **dwarfguy2** on **May 11, 2010, 01:31:38 pm**

Quote from: LordSlowpoke on May 11, 2010, 01:28:30 pm

Sorry if this was asked already, but...

Why the hell is the fortress name on fire.

why not?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Urist Imiknorris** on **May 11, 2010, 01:32:25 pm**

Quote from: Zifnab on May 11, 2010, 01:13:29 pm

Only problem is in getting the planter to mine, I seem to have broken the mayor. He won't do a thing. Just stands there. He has no job, but it shows zero idlers.

It was only a matter of time until the mayor decided to become like the baron.

Quote from: LordSlowpoke on May 11, 2010, 01:28:30 pm

Sorry if this was asked already, but...

Why the hell is the fortress name on fire.

Because it's Sparkgear. It's going to go to hell eventually. Setting it on fire only proves that DS recognized this fact.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 11, 2010, 01:33:35 pm**

Quote from: dwarfguy2 on May 11, 2010, 01:31:38 pm

Quote from: LordSlowpoke on May 11, 2010, 01:28:30 pm

Sorry if this was asked already, but...

Why the hell is the fortress name on fire.

why not?

Stone isn't even supposed to have an ignite point. Most of it at least.

...
...I am now aware why did we take bituminous coal at embark.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **dwarfguy2** on **May 11, 2010, 01:36:32 pm**

Quote from: LordSlowpoke on May 11, 2010, 01:33:35 pm

Quote from: dwarfguy2 on May 11, 2010, 01:31:38 pm

Quote from: LordSlowpoke on May 11, 2010, 01:28:30 pm

Sorry if this was asked already, but...

Why the hell is the fortress name on fire.

why not?

Stone isn't even supposed to have an ignite point. Most of it at least.

...
...I am now aware why did we take bituminous coal at embark.

every fortress ends in flame.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 11, 2010, 01:40:19 pm**

Quote from: LordSlowpoke on May 11, 2010, 01:28:30 pm

Sorry if this was asked already, but...

Why the hell is the fortress name on fire.

You only noticed this *now*? I thought that it'd be cool.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Ultimate Carl** on **May 11, 2010, 01:40:52 pm**

Quote from: Zifnab on May 11, 2010, 12:42:04 pm

I was able to get the planter to grab a pick and mine by putting her in a squad, assigning her a pick, having her be the arsenal dwarf, and stationing her somewhere. When I then unstationed her and removed her from the military she mined.

Bah, I was going to do that and then everyone would think I was so smart! Now all I'm going to be able to do is yell at the Mayor! :P

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Zifnab** on **May 11, 2010, 02:32:59 pm**

I decided to start it again to try to not screw up the mayor, and it was a success. Both dwarves appear able to pick up equipment. I've left them in a squad, but do not let them train or they will stop working again. I'm going to throw up some beds in a very temporary sleeping area and let some of the mining designations get dug out, then will be uploading. I'm also going to grab the only unclaimed dwarven child as my own dwarf.

No crashes while I've been playing, and I;m getting around 30 FPS.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Robocorn** on **May 11, 2010, 02:39:41 pm**

Quote from: Zifnab on May 11, 2010, 02:32:59 pm
I decided to start it again to try to not screw up the mayor, and it was a success. Both dwarves appear able to pick up equipment. I've left them in a squad, but do not let them train or they will stop working again. I'm going to throw up some beds in a very temporary sleeping area and let some of the mining designations get dug out, then will be uploading. I'm also going to grab the only unclaimed dwarven child as my own dwarf.
No crashes while I've been playing, and I;m getting around 30 FPS.

I salute you for continuing this insanity for one more round. :)
Though you *do* understand that Nish has no mother and will die of thirst?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Zifnab** on **May 11, 2010, 02:51:24 pm**

Nish is Demonic Spoon's older sister...the planter's (and now military commander) daughter. Anyways, I thought only babys would die of thirst, not dwarven children.

Upload in progress
Here it is.

<http://dffd.wimbli.com/file.php?id=2330> (<http://dffd.wimbli.com/file.php?id=2330>)

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Ultimate Carl** on **May 11, 2010, 03:15:20 pm**

Got finished with my final earlier than expected, so I'm downloading and gonna start my turn early, unless anyone has any objections?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **nahkh** on **May 11, 2010, 03:17:07 pm**

This is Sparkgear, kid. We don't do objections.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Ultimate Carl** on **May 11, 2010, 04:31:06 pm**

Mostly trying to finish the dig designations set up before...

'Demonic Spoon' Rimtaranam has grown to become a Prodigy.
Yey? Connected to the previous designation for... I guess the little housing area LS designated and never got to actually dig a while back.

Cog Fikodlathon, militia commander On Break
'The Vanguard' Eturthob, mayor No Job

Useless bum. Also trying to dig out an alternate path for migrants to use if any ever sh-
The fortress attracted no migrants this season.
Well. How do you say "duh" in Dwarven? Anyway the kids should all be fine. They're drinking like Irish sailors already, I just wish they'd grow up faster.

'Robocorn' Borushsibrek, Dwarven ChildStore Owned Item



Apparently Lil' Robocorn is playing a fun little game called "MINE" with essentially every single piece of clothes he can find.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Ultimate Carl** on **May 11, 2010, 04:40:53 pm**

I think I just poeed myself a bit.



quartzite Floor Hatch destroyed by Garetho, Forgotten Beast.
chalk Floor Hatch destroyed by Garetho, Forgotten Beast.
quartzite Floor Hatch destroyed by Garetho, Forgotten Beast.
chalk Floor Hatch destroyed by Garetho, Forgotten Beast.
slate Floor Hatch destroyed by Garetho, Forgotten Beast.
quartzite Floor Hatch destroyed by Garetho, Forgotten Beast.
quartzite Floor Hatch destroyed by Garetho, Forgotten Beast.
quartzite Floor Hatch destroyed by Garetho, Forgotten Beast.

Garetho, the water... thing decided he was cranky, but thankfully was content to just stare at the wall some more after his fit. Well, at lea-

The forgotten beast Wimojinahe Jazokejyeyxeba has come! An enormous scaly leech. It has thin wings of stretched skin and it has a bloated body. Its sky blue scales are round and overlapping. Beware its deadly spittle!

Press Enter to close window

Oh god dammit. Did I also forget to mention the literally SEVEN ambush notices within two minutes?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **nil** on **May 11, 2010, 04:45:42 pm**

awesome

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Chaoseed** on **May 11, 2010, 04:46:03 pm**

:o

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Ultimate Carl** on **May 11, 2010, 04:51:38 pm**

Our new friend Wimo decided that staying down in the caverns was too boring and marched right into the fort.



chalk Floor Hatch destroyed by Wimojinahe Jazokejyeyxeba, Forgotten Beast.
chalk Floor Hatch destroyed by Wimojinahe Jazokejyeyxeba, Forgotten Beast.
chalk Floor Hatch destroyed by Wimojinahe Jazokejyeyxeba, Forgotten Beast.
phyllite Floor Hatch destroyed by Wimojinahe Jazokejyeyxeba, Forgotten Beast.

Okay, I'm convinced theres some kind of underground, Godzilla-style "Island of Monsters" beneath this fort, and they're all really bored so now they're having contests to see who can break the most of our fucking hatches.

He also decided to just chill out on one of our floors staring at the walls and ignoring the other beasts. I fear for our future safety, but things are quiet for now. And if they keep going at this rate it'll be another three years before they break enough hatches to reach us!

A caravan from Udib Omrist has arrived.



Sorry bro.

Azstrog Ostasebo, Goblin Spearman is no longer enraged.
Ngom Slaxuomus, Goblin Spearman is no longer enraged.
'The Vanguard' Eturthob, mayor has ended a mandate.

Hot damn! Thank god, all of our problems are over now!

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Urist Imiknorris** on **May 11, 2010, 06:25:02 pm**

So wait, the fairy spider has relatives?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Ultimate Carl** on **May 11, 2010, 07:13:49 pm**

Here's the save (<http://dff.d.wimbli.com/file.php?id=2331>) & here's the map (<http://mkv25.net/dfma/map-8743-sparkgearxi>).

I recapped my turn in the save page. Added PoIs to the map. It's definitely playable but I don't have the time or patience at the moment (moving into a new apartment, still have work tomorrow, one more final... I can play for two or three hours, but to get anything meaningful you're pretty much going to have to leave this on in the background all day or something).

Also that means I'm officially done with my turn so if anyone wants to take the rest of it feel free.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Lord Shonus** on **May 11, 2010, 08:03:32 pm**

I've grabbed it.

edit: HOLY SHIT

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Urist Imiknorris** on **May 11, 2010, 08:14:49 pm**

Quote from: Lord Shonus on May 11, 2010, 08:03:32 pm

I've grabbed it.

edit: HOLY SHIT

Business as usual?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Lord Shonus** on **May 11, 2010, 08:21:42 pm**

Yeah. Business as usual. Five forgotten beasts, an impossible number of undead, and goblins.

Unfortunately, the sheer number of corpses crashes my computer.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **nil** on **May 11, 2010, 08:32:10 pm**

what is this (http://mkv25.net/dfma/poi-23451-pilesobodies) are these elves or elephants or what?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **Ultimate Carl** on **May 11, 2010, 08:34:52 pm**

Quote from: nil on May 11, 2010, 08:32:10 pm

what is this (http://mkv25.net/dfma/poi-23451-pilesobodies) are these elves or elephants or what?

Mostly Giant Skeletal Eagles I believe.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **nil** on **May 11, 2010, 08:43:13 pm**

Quote from: Ultimate Carl on May 11, 2010, 08:34:52 pm

Quote from: nil on May 11, 2010, 08:32:10 pm

what is this (http://mkv25.net/dfma/poi-23451-pilesobodies) are these elves or elephants or what?

Mostly Giant Skeletal Eagles I believe.

haha yes of course they are

edit: sweet jesus they're everywhere hahah

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **Lord Shonus** on **May 11, 2010, 08:53:37 pm**

I can't play due to the crashing.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **Demonic Spoon** on **May 11, 2010, 10:40:50 pm**

Aw, oh well, good turn carl! Yay, I grew up! :D Moontayle next then?

Quote from: nahkh on May 11, 2010, 03:17:07 pm

This is Sparkgear, kid. We don't do objections.

OBJECTION!

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **Moontayle** on **May 12, 2010, 08:25:26 am**

Quote from: Demonic Spoon on May 11, 2010, 10:40:50 pm

Aw, oh well, good turn carl! Yay, I grew up! :D Moontayle next then?

Since my turn doesn't pop up until later on today and since I had planned it like that because I won't have time until later on today, someone is free to try and screw things up even more between now and midnight GMT.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **Demonic Spoon** on **May 12, 2010, 09:28:48 am**

Umm, wait a sec...have I been giving people their turns on the day before their turn... ???

/facepalm

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **LordSlowpoke** on **May 12, 2010, 10:08:16 am**

Quote from: Demonic Spoon on May 11, 2010, 10:40:50 pm

Quote from: nahkh on May 11, 2010, 03:17:07 pm

This is Sparkgear, kid. We don't do objections.

OBJECTION!

Overruled. We deleted that word from the raws.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **Ultimate Carl** on **May 12, 2010, 04:52:32 pm**

Quote from: Demonic Spoon on May 12, 2010, 09:28:48 am

Umm, wait a sec...have I been giving people their turns on the day before their turn... ???

/facepalm

In my timezone, I played my entire turn on the 11th. I just figured we were using some silly non-American (because everything revolves around us!) timezone and didn't argue.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**

Post by: **Moontayle** on **May 12, 2010, 08:56:08 pm**

Quote from: Ultimate Carl on May 11, 2010, 07:13:49 pm

Here's the save (http://dff.d.wimbli.com/file.php?id=2331) & here's the map (http://mkv25.net/dfma/map-8743-sparkgearxi).

I recapped my turn in the save page. Added PoIs to the map. It's definitely playable but I don't have the time or patience at the moment (moving into a new apartment, still have work tomorrow, one more final... I can play for two or three hours, but to get anything meaningful you're pretty much going to have to leave this on in the background all day or something).

Also that means I'm officially done with my turn so if anyone wants to take the rest of it feel free.

Assuming this is still the save I'm downloading it now.

I'm surprised this fort is even moderately functioning with two working dwarves and six forgotten beasts to contend with. Don't think we'll ever need to worry about running out of booze at least. Let me see what I can do with this.

Love... LOVE... the humongous amount of cage traps. LOVE IT!

How do you people survive in a sprawling fortress without hotkeys? *looks around* Umm, I guess you don't.

BTW, this is a brand new computer built yesterday. Athlon Phenom II X4 2.8Ghz and it's chugging at ~30 FPS. No wonder some people can't run the damn thing :p

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Ultimate Carl** on **May 13, 2010, 02:16:39 am**

Quote from: Moontayle on May 12, 2010, 08:56:08 pm

Love... LOVE... the humongous amount of cage traps. LOVE IT!

Cage traps are amazing. HOPEFULLY anything those can't handle, the series of atom-smashing bridges can, and between the doors and bridges you can pretty safely "airlock" off anything.

Quote from: Moontayle on May 12, 2010, 08:56:08 pm

BTW, this is a brand new computer built yesterday. Athlon Phenom II X4 2.8Ghz and it's chugging at ~30 FPS. No wonder some people can't run the damn thing :p

I don't normally play with the FPS counter on, but I assume I was getting around 30-ish too. But even if it were going at 100, with only two dwarves and so much walking ANYTHING is going to take forever. Looking forward to seeing your progress!

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Flaede** on **May 13, 2010, 03:24:32 am**

Quote from: Ultimate Carl on May 13, 2010, 02:16:39 am

Quote from: Moontayle on May 12, 2010, 08:56:08 pm

Love... LOVE... the humongous amount of cage traps. LOVE IT!

Cage traps are amazing. HOPEFULLY anything those can't handle, the series of atom-smashing bridges can, and between the doors and bridges you can pretty safely "airlock" off anything.

Quote from: Moontayle on May 12, 2010, 08:56:08 pm

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I don't normally play with the FPS counter on, but I assume I was getting around 30-ish too. But even if it were going at 100, with only two dwarves and so much walking ANYTHING is going to take forever. Looking forward to seeing your progress!

Wow. I'm working with pretty much the same setup, Moontayle. Set up last week! And yeah, it's the only thing keeping older forts playable for me. My old computer would have crapped out with the new number of layers and stuff added this release.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Moontayle** on **May 13, 2010, 08:15:52 am**

Quote

Looking forward to seeing your progress!

Don't look too hard. I think most of the work being done is still from your turn. With one guy digging and the other doing odd jobs, and with all the walking, it's a bit tough to see anything resembling progress. I didn't pause the game for an hour straight last night and it only advanced two months. It's not within me to kill a fort intentionally but I think this SG is pretty useless at this point. I'll keep it going though, like a good little soldier.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 13, 2010, 08:33:27 am**

Mm, I think it's pretty much unplayable due to fps now. Fields full of corpses may be cool but they aren't fps friendly, feel free to destroy this place if you wish so that we may start anew.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 13, 2010, 08:43:32 am**

Quote from: Demonic Spoon on May 13, 2010, 08:33:27 am

Mm, I think it's pretty much unplayable due to fps now. Fields full of corpses may be cool but they aren't fps friendly, feel free to destroy this place if you wish so that we may start anew.

Keep the damn OP updated.
No, seriously. Stuff like that makes me raeg.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 13, 2010, 08:57:14 am**

Happy now?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Moontayle** on **May 13, 2010, 09:08:56 am**

Quote from: Demonic Spoon on May 13, 2010, 08:33:27 am

Mm, I think it's pretty much unplayable due to fps now. Fields full of corpses may be cool but they aren't fps friendly, feel free to destroy this place if you wish so that we may start anew.

Roger. It might take some time depending on how fast one of the two functioning dwarves goes and removes a floor hatch or ten.

And done... still going to take some time since the FB doesn't seem to want to chase anyone, just scare them, so we'll see. I'll leave it running in the background (god bless quad core) and come back to it once in a while. Once it's dead though I'll relinquish my turn to DS so he can figure out what he wants to do. My advice: Pick a new site. This one is toast.

Edit: Oh look, FB #7

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 13, 2010, 09:25:43 am**

We might allow someone to use DFhack and magma the corpses away. But I guess that would kill the invaders too.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Moontayle** on **May 13, 2010, 09:35:58 am**

Well, since the one FB is blocking access to the food and drink the remaining dwarves are starving to death. How... fitting.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Urist Imiknorris** on **May 13, 2010, 09:57:57 am**

The same thing happened in Goldanguishes when I cracked the HFS. I think they now just path to meeting areas instead of actually going after your dwarves.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Moontayle** on **May 13, 2010, 10:00:14 am**

Here's the save (http://dff.d.wimbli.com/file.php?id=2343). The description is accurate, they all starved to death. Next time someone starts up a SG I want in on the first week. I think that's the event horizon for playability.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 13, 2010, 10:16:03 am**

Very good, be assured that my plans are brewing and hopefully everyone on the players list will still have their turn, or something.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 13, 2010, 10:35:44 am**

Demonic Spoon, Brewer has begun a mysterious construction!

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **derekiv** on **May 13, 2010, 10:55:17 am**

The embark must have a volcano. WE WILL MAKE MOATMURDERED!

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Ultimate Carl** on **May 13, 2010, 11:15:04 am**

Well whatever you're planning, can I request to be put back on the list on turn 17? Mine was kinda' lackluster.

Good effort, though, Moon!

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 13, 2010, 12:44:20 pm**

There have been ah...complications in my plans. I will now perform a adventurer intermission.

Intermission canceled due to the game crashing whenever I try to play sparkgear as a adventurer.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Urist Imiknorris** on **May 13, 2010, 12:56:35 pm**

So everything's perfectly normal?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 13, 2010, 01:02:41 pm**

Sure, I'm going to try and start in a town instead the play now optoin and see what happens then.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 13, 2010, 01:25:06 pm**

You go and start a new fortress and I'll take my chance to look at this rambling platypus after it died.

Edit: It seems that in sand raider-land, huge names are common amongst the populace.

Their gods are more mundane than expected. But then, The Glowing Flames is a god of law, flames, hunting, and wealth. Lawful evil, it seems.

Edit2: I just signed up as a follower.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 13, 2010, 01:55:20 pm**

Bah, I already have a adventurer with a respectable list of killed giant eagles here, if I could just remember where I had embarked on the fortress...I know it was near a ocean and in a evil forest, but where?

This is my most badass adventurer evar, he's eating elephants and giant eagles for breakfast with his bronze battle axe. Edit, whoops, I got a bit too sure of myself and got zerg rushed to death by elephants, go ahead slowpoke, I'll do other stuff.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 13, 2010, 02:01:30 pm**

Quote from: Demonic Spoon on May 13, 2010, 01:55:20 pm

Bah, I already have a adventurer with a respectable list of killed giant eagles here, if I could just remember where I had embarked on the fortress...I know it was near a ocean and in a evil forest, but where?

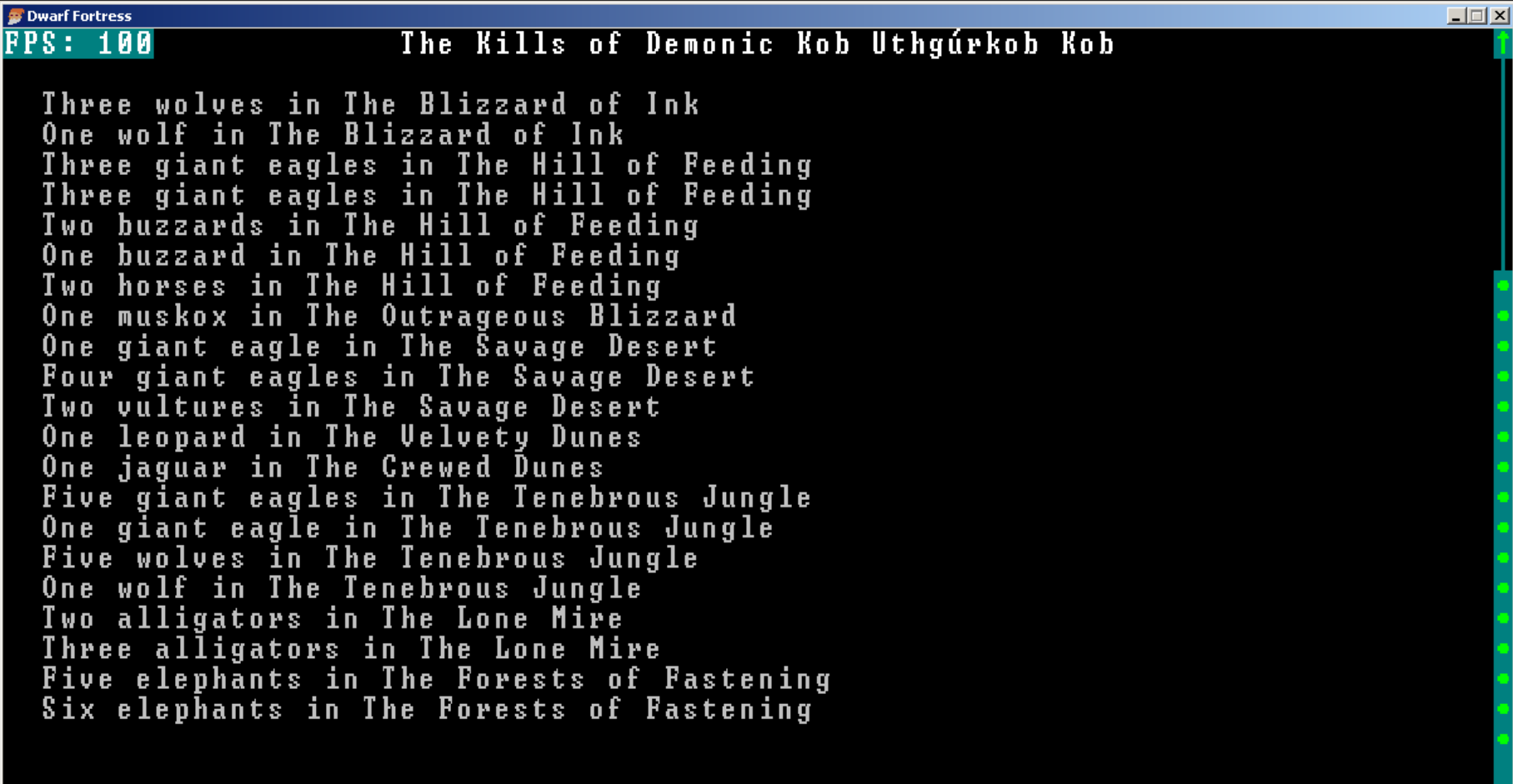
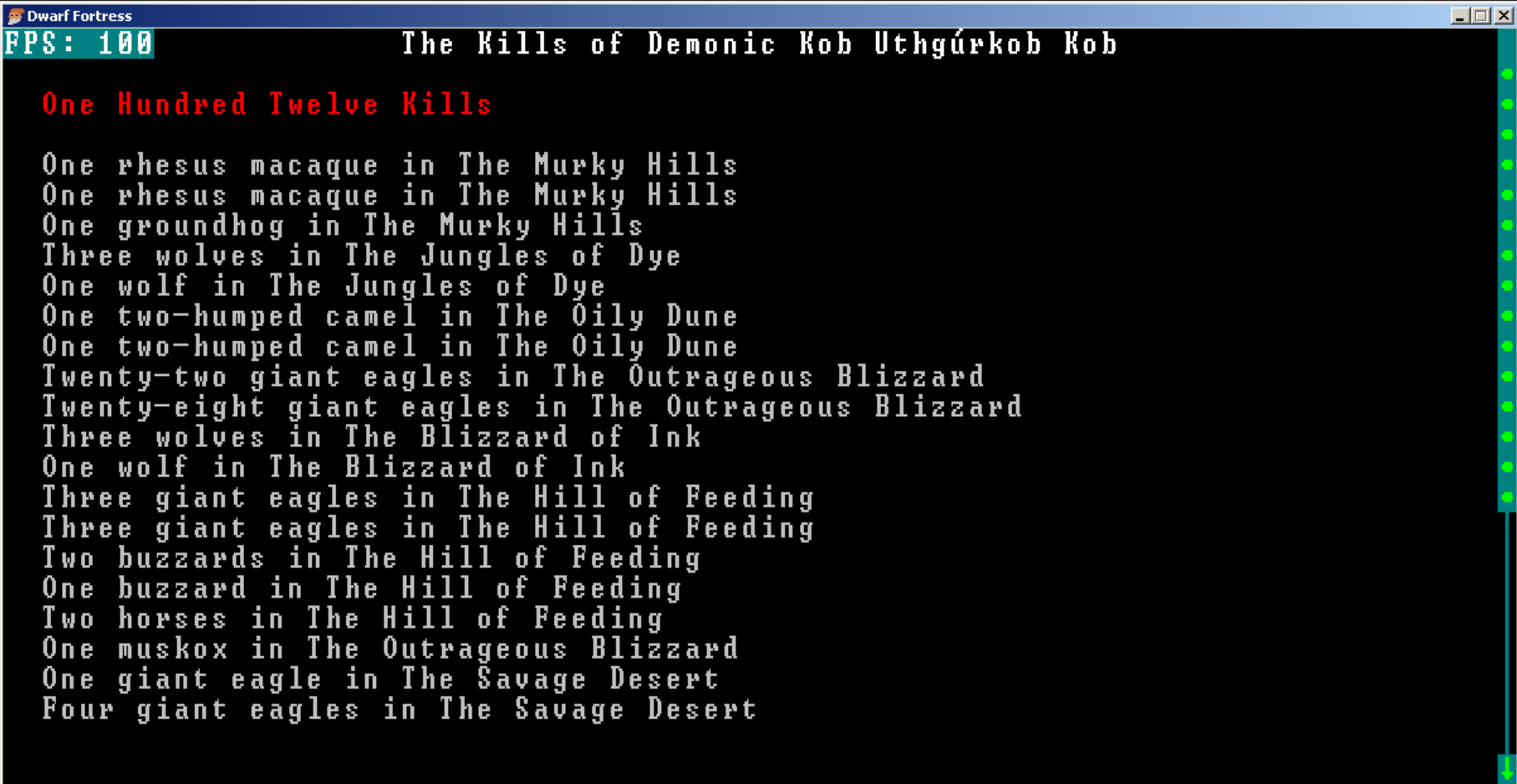
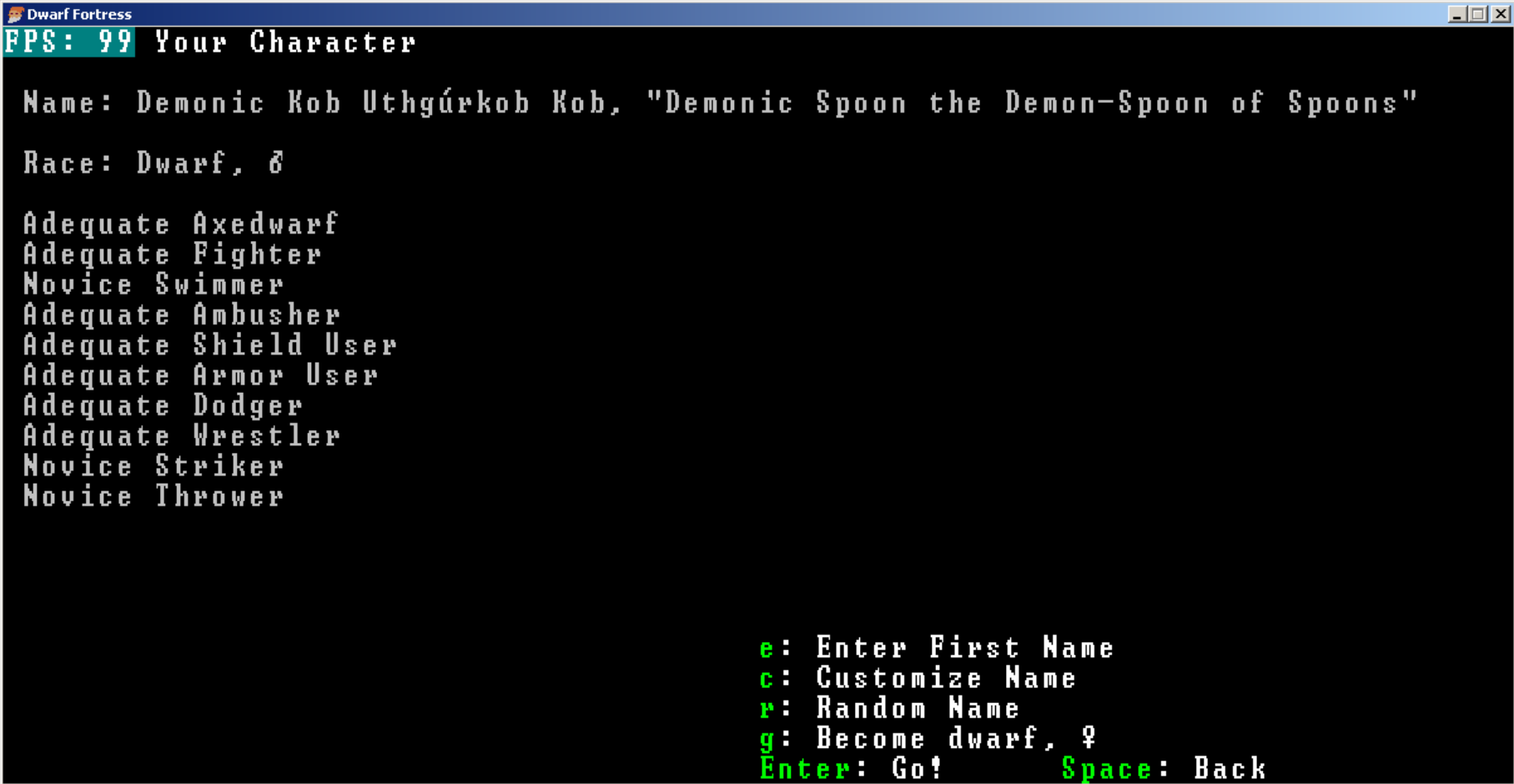
This is my most badass adventurer evar, he's eating elephants and giant eagles for breakfast with his bronze battle axe.

I have the advantage that I already found the fortress. But now I'm busy grinding on goblins.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 13, 2010, 02:02:26 pm**

Righto, upload the save when you're done, I got zerg-rushed to death by elephants. Flaede will then play the save, nahkh will hopefully start a new Sparkgear soon.

Spoiler (click to show/hide)



Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 13, 2010, 02:30:39 pm**

Load fortress site.
Recieve stack overflow due to the sheer amount of corpses.

This is why I love this game.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 13, 2010, 02:34:08 pm**

I had no idea of the consequences when I modded giant eagles to appear in large groups in any biome... :o

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Moontayle** on **May 13, 2010, 03:53:52 pm**

This is why you leave the modding to the experts. I had five dwarves on my turn. FIVE. Heathen.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Flaede** on **May 13, 2010, 05:00:51 pm**

Wait. I'm playing what now? A reclaim? Oooooohboy. Are picks considered "improvised weapons" or "spears"?

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Urist Imiknorris** on **May 13, 2010, 05:03:24 pm**

Picks are considered picks. They use the mining sKILL.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Andreus** on **May 13, 2010, 07:27:18 pm**

I'm still totally bummed that I failed my turn :(

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **sir labreck** on **May 13, 2010, 09:12:09 pm**

Already 24 pages? I really miss something here. Good luck in this foolish thing anyways ;)

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 13, 2010, 11:14:09 pm**

Well flaede, I was hopinh lordslowpoke would upload a a save of some super adventurer exploring sparkgeat but it seems the game crashes when he gets near the place, and nahkh hasn't started the new sparkgear yet, so do what you wish, I have to do other stuff now.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Ultimate Carl** on **May 14, 2010, 12:57:42 am**

All-in-all, at least the ending of the fort was still very Sparkgear-ish.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **nahkh** on **May 14, 2010, 01:29:35 am**

I'll be starting a new round shortly. I'm just stuck painting my parents' house at the moment, can't do much from here.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **derekiv** on **May 15, 2010, 06:29:17 am**

I don't think you can visit old fortresses in the new version. My old fort also crashes when I go there in adventure mode

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 15, 2010, 06:35:16 am**

Quote from: derekiv on May 15, 2010, 06:29:17 am

I don't think you can visit old fortresses in the new version. My old fort also crashes when I go there in adventure mode

Only small forts can be visited. Up to 3 years, AFAIK, after that the sheer amount of stuff that has to be scattered by the game and the corpses, the flows, etc. etc. give you a literal RAM shitstorm.
Can't do the adventurer. Unless you guys drown the place in magma.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **robfd** on **May 15, 2010, 07:00:07 am**

Quote from: LordSlowpoke on May 15, 2010, 06:35:16 am

Can't do the adventurer. Unless you guys drown the place in magma.

Sounds like a plan :o

FLICK THE SWITCH BOY! Yes sir. *Flicks switch* *hears huge gushing sound* *looks down at magma* *Hears echoing screams* WTF! i SMELL SULPHAR! ARGH IM BURNING. TURN THE DAMN SWITCH OFF NOW KID. *You turn arround to see the kid limping off to the hospital* >:-)

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **LordSlowpoke** on **May 15, 2010, 10:08:12 am**

Quote from: robfd on May 15, 2010, 07:00:07 am

Quote from: LordSlowpoke on May 15, 2010, 06:35:16 am

Can't do the adventurer. Unless you guys drown the place in magma.

Sounds like a plan :o

FLICK THE SWITCH BOY! Yes sir. *Flicks switch* *hears huge gushing sound* *looks down at magma* *Hears echoing screams* WTF! i SMELL SULPHAR! ARGH IM BURNING. TURN THE DAMN SWITCH OFF NOW KID. *You turn arround to see the kid limping off to the hospital* >:-)

IMHO magma dosen't smell like sulphur. Unless, you know, the magma is molten sulphur. In that case, it's boiling already. And that means...

Gentlemen. I have found the origin of melting rain.

Edit: Before anyone notices, yes, the smell of a *volcano* erupting is similliar to sulphur, but that's the volcanic gases.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **nahkh** on **May 16, 2010, 05:40:49 am**

SparkGear XII signup open. People who're on the SGXI signup list but didn't get a turn will be given a slight preference with the new one.

Title: **Re: !!Sparkgear XI: Revenge of the birds!!**
Post by: **Demonic Spoon** on **May 16, 2010, 05:41:42 am**

So, if still want to play sign up again at nahkh new thread everyone!

Title: **Re: !!Sparkgear XI: Revenge of the birds!! DEAD**
Post by: **nahkh** on **May 16, 2010, 05:43:19 am**

Heh, I don't think 'resign' means what you think it means.
I suppose the players might be resigned to their fate, or handing in their resignations.

Title: **Re: !!Sparkgear XI: Revenge of the birds!! DEAD**
Post by: **Demonic Spoon** on **May 16, 2010, 05:45:42 am**

:P

Sometimes it shines through that english isn't my native language I suppose.

Title: **Re: !!Sparkgear XI: Revenge of the birds!! DEAD**
Post by: **x2yzh9** on **May 16, 2010, 09:23:16 am**

Sign me up! Please PM me when it's my turn. Yey.

Title: **Re: !!Sparkgear XI: Revenge of the birds!! DEAD**
Post by: **nil** on **May 16, 2010, 10:46:48 pm**

Quote from: Demonic Spoon on May 16, 2010, 05:45:42 am

:P
Sometimes it shines through that english isn't my native language I suppose.

I never would have guessed this, so I think you do pretty well with it.

Title: **Re: !!Sparkgear XI: Revenge of the birds!! DEAD**
Post by: **Flaede** on **May 16, 2010, 11:13:19 pm**

I think I'll wait until the game is a little less buggy before I try this again.

Title: **SPARKGEAR RESURRECTION**
Post by: **nahkh** on **May 16, 2010, 05:32:15 am**

We're back.

FUCK YEAH

Welcome to SparkGear the flashing, smashing DF sensation that will rock your world.
You know how in all those BRAND X succession games some douchebag always drags out his turn across three weeks and everyone else is like GAWD GET ON WITH IT? In here, we curbstomp fuckers like that. Your turn is twenty four hours. Nothing more, nothing less. Got your dad's crappy old 286 that runs DF in realtime? TOUGH SHIT. Got work? Call in sick. Class? Fuck that. Sleep? FOR PUSSIES.

In classic SparkGear there is only one rule: ~~Don't talk ab~~ DURING YOUR TURN, YOU ARE KING. Your predecessor made an awesome megaproject? Put a dick on it. Steal his royal bedroom. Put his avatar on latrine duty. (But being a dick will get you treated like a dick, so BEWARE). If the last sucker left you with an unplayable save (even FPS wise, SO DON'T LEAVE STONE LYING AROUND), revert to an older save. AND YOU BETTER UPLOAD THE MOTHERFUCKING SAVE ON TIME, MOTHERFUCKER.

This time around though, I feel like an additional rule. Just because I can.
We're building this fortress in the third motherfucking cavern. No construction may take place less than ~~fifty~~ one hundred levels below the surface.
AND THOSE FORGOTTEN BEASTS HAD BEST BE ABLE TO PATH IN, OR ARE YOU SOME KINDA LADY-MAN?

THIS WEEK'S LOSERS ARE (AKA THE PLAYER LIST):

Date Sucker	NOTES
17. Demonic Spoon	Did the basic groundwork, started farming, built some rooms
18. LordSlowpoke	Killed the fort, the fucker.
19. Lord Shonus	Started from DS's save. Expanded the fort, like tripling the population. Killed some dwarves, mined adamantine.
20. Areku	NO NOTES
21. x2yzh9	NO NOTES
22. Moontayle	NO NOTES
23. Barbarossa the Seal God	NO NOTES
24. Derekiv	NO NOTES

No more reservations for the moment. Signup opens again on the 22.
Turns change at midnight GMT. In EST that is Fuck-If-I-Care, and in PST it's Lern-2-GMT.

INITIAL SAVE (<http://dffd.wimbli.com/file.php?id=2360>)

WELCOME TO SPARKGEAR

HERE BE MONSTERS

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Demonic Spoon** on **May 16, 2010, 05:39:39 am**

Ooh! Me! Me! So youre not going to move over the list from SparkgearXI then? I'll just go over and inform them. Oh, I see you already informed them.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **nahkh** on **May 16, 2010, 05:42:12 am**

There were only like three people left on the list, and we already fucked up the days with the delay. So I figured meh.

BAM. You have turn.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **LordSlowpoke** on **May 16, 2010, 05:50:40 am**

I want the turn after Spoon's.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **nahkh** on **May 16, 2010, 05:52:24 am**

You got it.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Moontayle** on **May 16, 2010, 05:57:28 am**

The 22nd

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **nahkh** on **May 16, 2010, 06:25:42 am**

22nd, Moontayle.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Lord Shonus** on **May 16, 2010, 08:03:57 am**

I want the 19th.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Areku** on **May 16, 2010, 08:33:51 am**

I'm in. The first turn that hasn't been claimed yet, would you kindly?

EDIT: That would be the 20th, just so you know.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **nahkh** on **May 16, 2010, 08:42:38 am**

Turns distributed.

Two open spots left.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Demonic Spoon** on **May 16, 2010, 09:32:58 am**

[Quote from: x2yzh9 on May 16, 2010, 09:23:16 am](#)

Sign me up! Please PM me when it's my turn. Yey.

He accidentally signed up in the wrong thread, give him a turn?

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **x2yzh9** on **May 16, 2010, 09:53:10 am**

Called 21st! PM me when it's my turn, prease.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **derekiv** on **May 16, 2010, 10:29:32 am**

Could I have the 24? I know it's not on the list , but the only open slot has RL priorities for me

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Robocorn** on **May 16, 2010, 11:41:34 am**

I want the closest open spot. What do you have to lose?

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Heron TSG** on **May 16, 2010, 11:56:17 am**

whoa, I thought I was signed up for the 22nd. I guess I'll take the 23rd.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Z1000000m** on **May 16, 2010, 01:03:21 pm**

25, if its okay

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **dwarfguy2** on **May 16, 2010, 01:04:32 pm**

first available turn after the merge!

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **nahkh** on **May 16, 2010, 02:46:39 pm**

Ok we're full for the moment. More signups on 22nd.

Barbarossa: Sorry man, I was looking at the old signup from XI, and saw that we already skipped Flaede and LordSlowpoke, and that there were only a couple left so I figured might as well make a new list.
If you want, I'll bump you to the 22nd. You did have an older signup from XI.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **nahkh** on **May 16, 2010, 03:47:39 pm**

And SG is live. Coming up, Demonic Spoon will be providing you with initial pictures of the site and whatnot.

We're currently some one hundred and fifty levels below ground, seeds, food, drink, seven peasants, two picks, an anvil and an axe. There's a hastily built barricade to prevent at least some of the monsters from eating us. But we're alive.

Curse the gods, we're alive.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **MercDraco** on **May 16, 2010, 04:17:59 pm**

I'm Placing a Bet that things will turn epic after Barbarossa's turn yet again... i'll be watching for when the fortress falls to adamanite ninja monkeys from hell who breathe magma (or they dig into hell and find a eariler Sparkgears, or Boatmurdered waiting for them)

[This is a Sparkgears. All craftsdwarfship is of the highest quality. It is decorated with EPIC. On the item is an image of devils in Brimstone, Demons in Magma, Barbarossa the Slayer of Fortresses in Adamanite, and a gaint Skull in Dwarf Bone.] (Worth: Priceless)

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Urist Imiknorris** on **May 16, 2010, 04:59:22 pm**

It would be hilarious if someone opened up Hell and saw the last SG.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **nahkh** on **May 16, 2010, 06:58:11 pm**

Oh well, I guess DS is asleep or something. *shrug*
Pictures and stuff to follow.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Heron TSG** on **May 16, 2010, 08:07:27 pm**

Quote from: nahkh on May 16, 2010, 02:46:39 pm
Ok we're full for the moment. More signups on 22nd.

Barbarossa: Sorry man, I was looking at the old signup from XI, and saw that we already skipped Flaede and LordSlowpoke, and that there were only a couple left so I figured might as well make a new list.
If you want, I'll bump you to the 22nd. You did have an older signup from XI.

nah, the 23rd works for me.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **nil** on **May 16, 2010, 11:02:53 pm**

posting because my schedule is too erratic to commit to a turn in advance. instead I will hover over the thread, waiting for a turn to be left unclaimed due to emergency, apathy, or shear forgetfulness. only then I will ~~have my carrion feast~~ build sparkgear up to ever-greater glory!

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Demonic Spoon** on **May 16, 2010, 11:25:09 pm**

Just posting to say that I got that I got the save and will begin playing soon, and yes I was sleeping.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Ultimate Carl** on **May 17, 2010, 11:54:39 am**

D'oh. Had to move into my new apartment the last few days and missed sign-ups. Ah well, looking forward to this. It will be delirious biznasty.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Urist Imiknorris** on **May 17, 2010, 12:07:46 pm**

Quote from: Ultimate Carl on May 17, 2010, 11:54:39 am
D'oh. Had to move into my new apartment the last few days and missed sign-ups. Ah well, looking forward to this. It will be delirious biznasty.

"I am having this castle! And now I am thinking... It needs Fawfulization! Time for the remodeling!" - Fawful, Ultimate Carl, and EVERY player in EVERY succession game EVER.

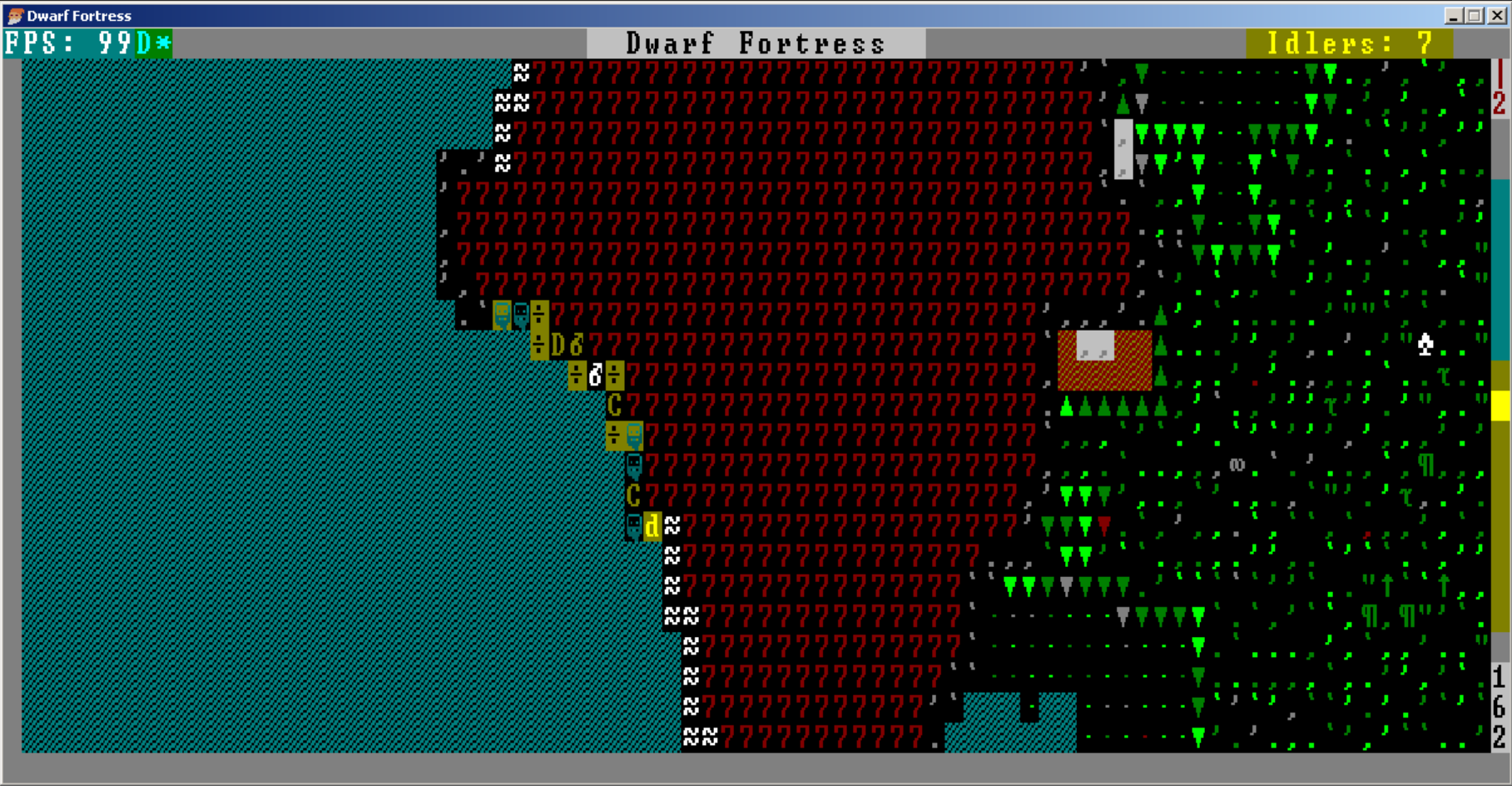
Title: **Re: SPARKGEAR RESURRECTION**
Post by: **nahkh** on **May 17, 2010, 01:10:36 pm**

DS, could you tell us what's going on? Maybe post a few pictures of the fort in the current state so I can put something on the front page?

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Demonic Spoon** on **May 17, 2010, 01:25:16 pm**

Well haven't done much yet, it was one of those days, currently busy making the basics in one of the stalathingies and moving everything inside, and got some migrants, Right now I'm walling of the staircase since giant eagles have been sighted.

EDIT: Picture



Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Demonic Spoon** on **May 17, 2010, 02:27:23 pm**

Doubleposts, yay!

The one horned menace has been spotted, may armok have mercy upon the foolish migrants stuck up there.

Also I'm going to do a experiment now to see if the trade caravan can arrive underground, if yes, then yay! If not then a three tile wide hole in our defenses, yay!

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **nahkh** on **May 17, 2010, 02:29:52 pm**

DUDE! PEEEECHUURES!
Give us a few pictures of the current fort, however meagre that might be. I'm dying to know!

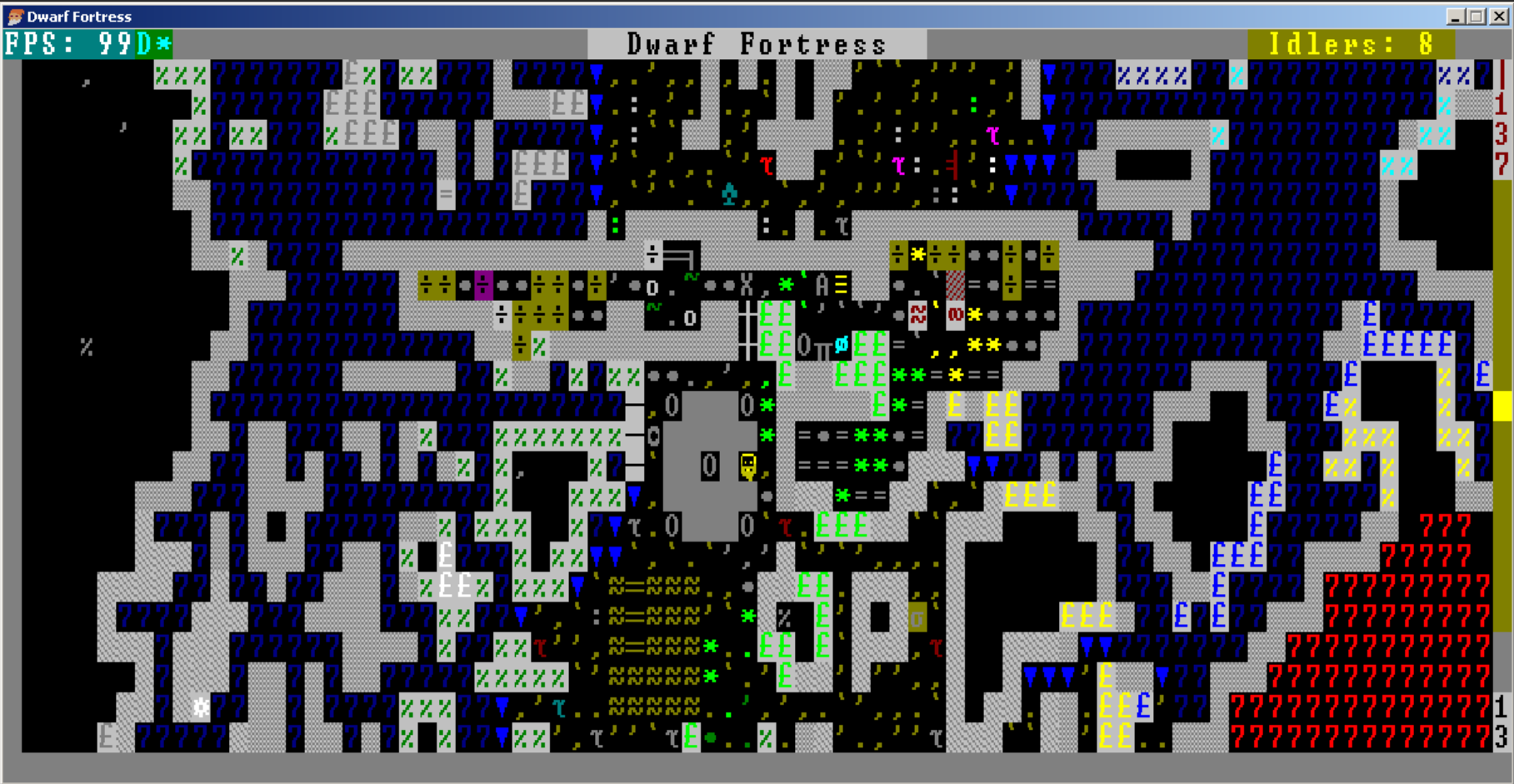
Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Urist Imiknorris** on **May 17, 2010, 02:31:23 pm**

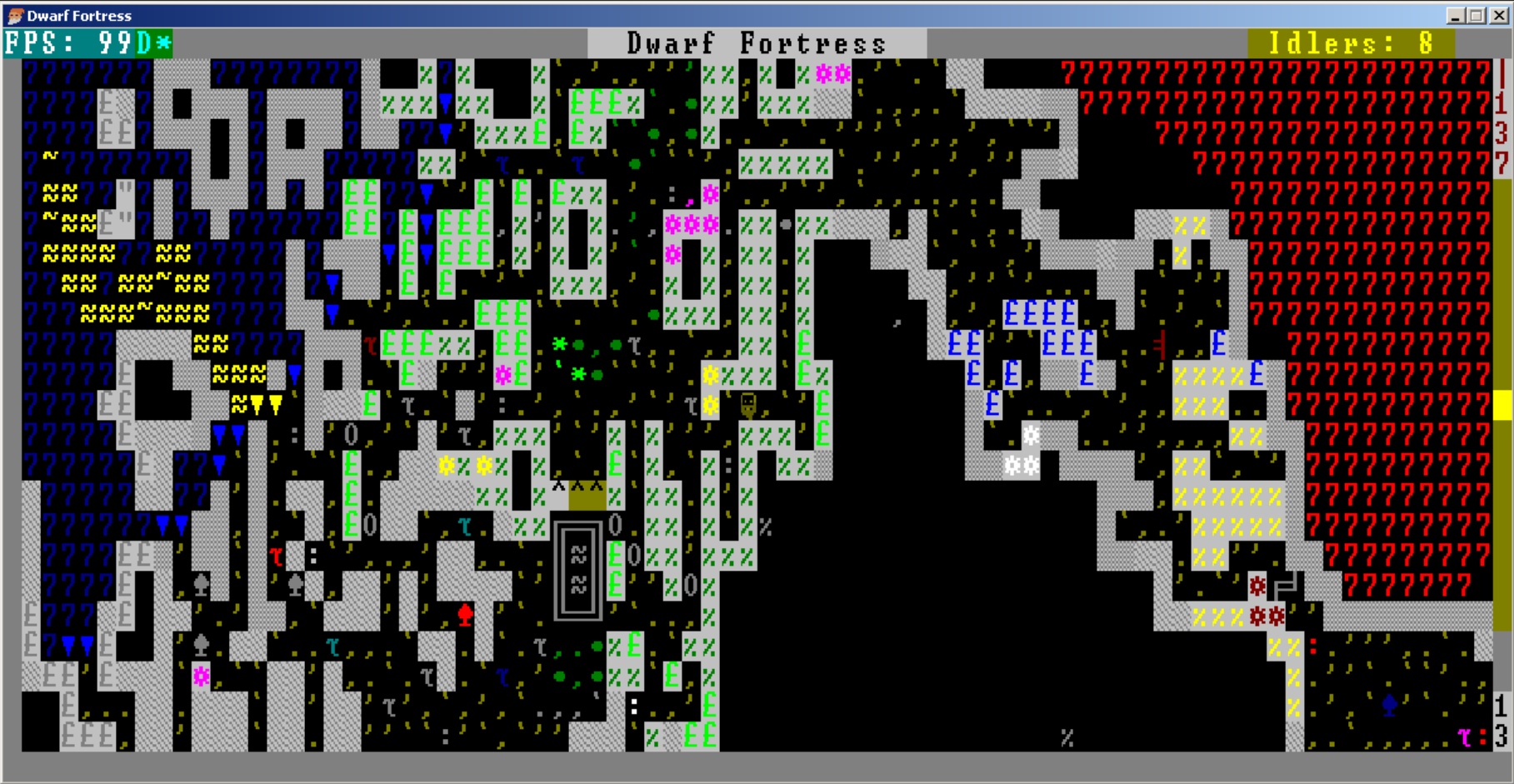
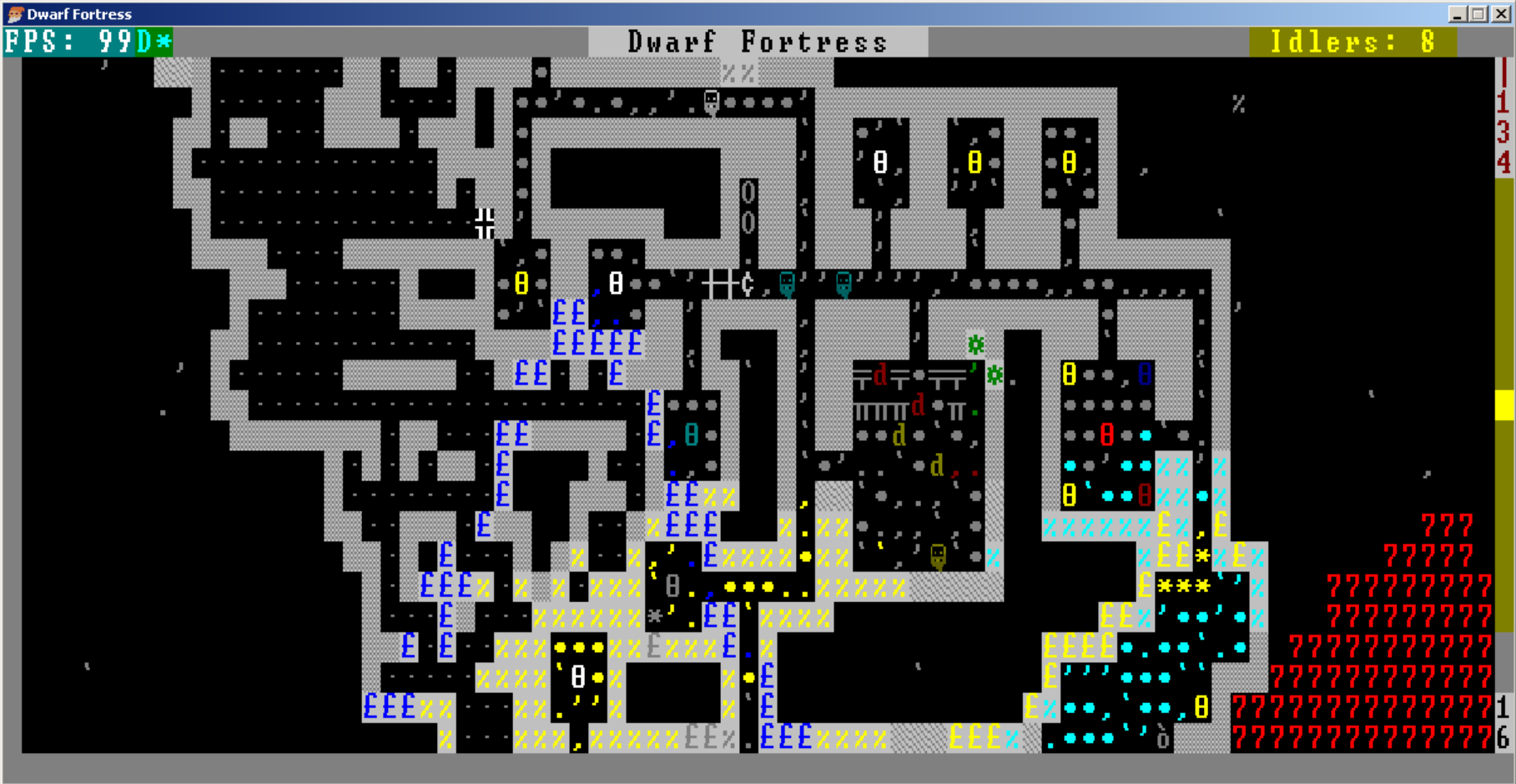
OH GOD THE UNICORNS. (hint: they're actually rhinos. Deal with them appropriately.)

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Demonic Spoon** on **May 17, 2010, 02:38:44 pm**

Did you see the initial embark pic?

Also some more pics:





And I saw some plumphelmet men wandering around earlier, we should capture some and breed them as our primary food source.

EDIT: Caravan showed on the surface and are currently chatting with the migrants, silly caravan.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Chaoseed** on **May 17, 2010, 03:51:32 pm**

You just dug rooms out of the underground caverns? That's so...
...dwarfy.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **nahkh** on **May 17, 2010, 06:42:26 pm**

Unless I'm very mistaken, someone's save is due?

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Lord Shonus** on **May 17, 2010, 09:28:36 pm**

How fitting that this sight has the eagles.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Demonic Spoon** on **May 17, 2010, 10:37:54 pm**

Sorry for being late guys, I accidentally fell asleep while waiting for the file to finish uploading.
Save (<http://dffd.wimbli.com/file.php?id=2367>)
So tired, must sleep

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Urist Imiknorris** on **May 17, 2010, 10:40:40 pm**

What's the matter? Get taken by Candlejack? He's just a myth. Also, the rooms carved out of the caverns are a nice touch.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Ultimate Carl** on **May 18, 2010, 12:01:32 am**

Unicorns, giant eagles, and completely moronic traders.

...Yup, this is a new Sparkgear alright.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **nahkh** on **May 18, 2010, 07:15:34 am**

OI, Slowpoke, you awake at all? If not I'm giving the turn to someone else. Incidentally, who wants it?

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **LordSlowpoke** on **May 18, 2010, 07:51:24 am**

Stop giving away my stuff when I'm sleeping, damnit.

Also, a small conversation log:

knock* *knock
DS: Who's there?
Me: GET THE FUCK OUT OF MY OFFICE
DS: Who are you?
sounds of chopped wood
...

Hope it gives you an idea of what I'm planning to do.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **nahkh** on **May 18, 2010, 07:53:26 am**

OK GOOD

NO GIVING AWAY HIS TURN THEN.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Demonic Spoon** on **May 18, 2010, 07:55:25 am**

Quote from: LordSlowpoke on May 18, 2010, 07:51:24 am
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Again? Man you're pretty unoriginal aren't you? Think of something new already! :P

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **LordSlowpoke** on **May 18, 2010, 07:56:03 am**

Quote from: Demonic Spoon on May 18, 2010, 07:55:25 am
Quote from: LordSlowpoke on May 18, 2010, 07:51:24 am
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Hope it gives you an idea of what I'm planning to do.

Again? Man you're pretty unoriginal aren't you? Think of something new already! :P

This time, I'm not actually taking it. I'm doing something different.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Demonic Spoon** on **May 18, 2010, 07:59:21 am**

Quote from: LordSlowpoke on May 18, 2010, 07:56:03 am
Quote from: Demonic Spoon on May 18, 2010, 07:55:25 am
Quote from: LordSlowpoke on May 18, 2010, 07:51:24 am
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Again? Man you're pretty unoriginal aren't you? Think of something new already! :P

This time, I'm not actually taking it. I'm doing something different.

Right, eagerly looking forward to your upades.

HINT: DO NOT pull the Lever of DOOM.

Title: **Re: SPARKGEAR RESURRECTION**

Post by: **LordSlowpoke** on **May 18, 2010, 08:02:18 am**

Quote from: Demonic Spoon on May 18, 2010, 07:59:21 am

Quote from: LordSlowpoke on May 18, 2010, 07:56:03 am

Quote from: Demonic Spoon on May 18, 2010, 07:55:25 am

Quote from: LordSlowpoke on May 18, 2010, 07:51:24 am

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Again? Man you're pretty unoriginal aren't you? Think of something new already! :P

This time, I'm not actually taking it. I'm doing something different.

Right, eagerly looking forward to your upades.

HINT: DO NOT pull the Lever of DOOM.

Reverse psychology is oh so reverse. I'm gonna make my own.

Title: **Re: SPARKGEAR RESURRECTION**

Post by: **Demonic Spoon** on **May 18, 2010, 08:16:48 am**

Oh yeah you guys, just in case somebody missed it:

http://www.bay12forums.com/smf/index.php?topic=57599.0

Personal messages accidentally set to only except pm's from administrators.

Title: **Re: SPARKGEAR RESURRECTION**

Post by: **Moontayle** on **May 18, 2010, 01:24:28 pm**

I suppose it would be too much to ask people not intentionally try to sabotage the fort. After all, the new version has enough challenges without getting into killing ourselves.

Title: **Re: SPARKGEAR RESURRECTION**

Post by: **Demonic Spoon** on **May 18, 2010, 01:31:04 pm**

Hey, I did warn him! Really, some sort of doom lever is mandatory for sparkgear.

Title: **Re: SPARKGEAR RESURRECTION**

Post by: **LordSlowpoke** on **May 18, 2010, 05:33:25 pm**

I told your doom lever what I think about it.

Saves are getting stupidly big. Seriously, more than 40mb in a compressed one? Toady, at this rate, better compression is one of the priorities.

Link/ (http://dffd.wimbli.com/file.php?id=2373)

Title: **Re: SPARKGEAR RESURRECTION**

Post by: **sir labreck** on **May 18, 2010, 09:51:01 pm**

Splendid how you ressurect SG anyways :)

Title: **Re: SPARKGEAR RESURRECTION**

Post by: **derekiv** on **May 18, 2010, 10:15:02 pm**

Quote from: LordSlowpoke on May 18, 2010, 05:33:25 pm

I told your doom lever what I think about it.

Saves are getting stupidly big. Seriously, more than 40mb in a compressed one? Toady, at this rate, better compression is one of the priorities.

Link/ (http://dffd.wimbli.com/file.php?id=2373)

Oh god, Oh God, OH GOD, what did you do? I grabbed the save just to look at it and the horror!
THE SPOON IS DEAD!
THERE HAS BEEN A TANTRUM!
THEIR ARE 15 PLANTS FOR 32 DWARVES!
WHY IS SPOON'S ROOM FLOODED WITH MAGMA!
WHAT THE HELL HAPPENED?

Title: **Re: SPARKGEAR RESURRECTION**

Post by: **Demonic Spoon** on **May 18, 2010, 11:27:58 pm**

Slowpoke...it's no fun if the fortress is destroyed in it's second turn... :(

Title: **Re: SPARKGEAR RESURRECTION**

Post by: **Lord Shonus** on **May 19, 2010, 12:57:02 am**

As far as I'm concerned, Slowpoke's turen is unplayeble. I am reverting. If you don't like it, skip me.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Ultimate Carl** on **May 19, 2010, 01:29:39 am**

I'd say that's a new record, but some of these games were arguably unplayable from the beginning. :P

...Plus you were asking for it with LordSlowpoke's turn coming that early.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **nahkh** on **May 19, 2010, 01:51:38 am**

Go right ahead Shonus.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Lord Shonus** on **May 19, 2010, 02:14:55 am**

Journal of Lord Shonus, Tyrant

9 Granite, 1052

On this day I have been named ruler of Sparkgear and appointed myself commander of her army.

10 Garanite

Demonic Spoon is a solid dwarf, but a bit too cautious. He ordered the stairs to the outside walled up, citing fear of the giant eagle. I have ordered it opened again, as I think we can handle a few eagles, and we could use the trade.

5 Slate
Excellent. We have some migrants to alleviate our severe labor shortage.

2x Woodcutter
3x Peasant
1x Trapper
1x Leatherworker
1x Carpenter
2x Engraver
1x Lye Maker
1x Soaper
5x Child
1x Miller
1x Boyer
1x Fishery Worker
1x Animal Caretaker
1x Milker
1x Brewer
1x Dyer

9 Slate
We are attacked by hungry heads! I have formed the woodcutters into a provisional squad and sent them to deal with the threat.

14 Slate
Two of the woodcutters chased a hungry head into the lake and drowned. Idiots.

BTW, was this fort genned in .04?

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **nahkh** on **May 19, 2010, 02:50:30 am**

.03 I think. We picked the site before .04 was released I think.

Is that significant? I don't know.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Lord Shonus** on **May 19, 2010, 02:54:12 am**

I think that means no fish, because I'm pretty sure that was cause by a worldgen issue.

22 Slate

The hungry heads have been destroyed. I have ordered the butcher's shoppe moved to the farming levelfor better corpse processing.

9 Felsite

I have tapped the magma to power our furnaces, and the piles of ore are being smelted. I have placed an order with the Liason for tin, iron, and steel with which to forge weapons of war.

16 Felsite

While mining platinum, our primary miner was taken by a fey mood!

19 Felsite
An elven caravan has arrived.

22 Felsite
The miner has made an artifact door!

4 Hematite

The elves brought far more goods than we could afford. I bought breeding pairs of wolves, bears, and giant eagles.

12 Malachite
More migrants.
1x Woodcutter
1x Potash Maker
1x Boyer

1x Mason
1x Peasant
1x Metalsmith!
1x Cook
1x Gem Setter
1x Metal Crafter

1 Galena

The miners have discovered raw adamantine! I have ordered them to carefully mining it.

18 Limestone
The potash maker has been taken by a mood.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Lord Shonus** on **May 19, 2010, 06:29:37 am**

18 Limestone
The potash maker has been taken by a mood.

14 Sandstone

The forgotten beast Iquila has come! An enormous bLob composed of snow. It has uings and it undulates rhythmically.

How do you want me to handle this? I've got it defeated in the main crafts stockpile, but because it's made of snow, I can't kill it. I can wall it off, costing us a small fortune in gold and platinum crafts (not to mention a ton of raw adamantine), try to use a cave-in, or mod raw adamantine to nova.

Ti**le: Re: SPARKGEAR RESURRECTION**
Post by: **derekiv** on **May 19, 2010, 06:51:32 am**

I say dfhack, magma+water= obsidian.
BTW, I believe animals from the elves don't breed.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **nahkh** on **May 19, 2010, 07:02:14 am**

cave in. See if you can drop it to a lower floor. Then magma+water.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Lord Shonus** on **May 19, 2010, 07:05:53 am**

I'll try the cave-in. Do you want me to try to pump the magma water or just use the tool?

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **nahkh** on **May 19, 2010, 07:09:24 am**

Pumping magma is manlier. So that.
In the meantime you could just wall him in in his little cell.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Lord Shonus** on **May 19, 2010, 07:13:29 am**

The cave in was a direct hit and splattered him.

17 Timber
We have triumphed over the beast. Four dwarves, a War Eagle, and a War Dog lost their lives in the battle, and another four dwarves and the other two War Dogs were severely wounded.
Also, the potash maker went insane and had to be put down.
Finally, the caravan is here.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **LordSlowpoke** on **May 19, 2010, 07:53:51 am**

Quote from: derekiv on May 18, 2010, 10:15:02 pm

Quote from: LordSlowpoke on May 18, 2010, 05:33:25 pm

I told your doom lever what I think about it.

Saves are getting stupidly big. Seriously, more than 40mb in a compressed one? Toady, at this rate, better compression is one of the priorities.

Link/ (<http://dffd.wimbli.com/file.php?id=2373>)

Oh god, Oh God, OH GOD, what did you do? I grabbed the save just to look at it and the horror!
THE SPOON IS DEAD!
THERE HAS BEEN A TANTRUM!
THEIR ARE 15 PLANTS FOR 32 DWARVES!
WHY IS SPOON'S ROOM FLOODED WITH MAGMA!
WHAT THE HELL HAPPENED?

Nothing. I left the guys outside to starve. Fortress proper (should) be safe.

Also, you pansies reverted after what I did? Pfft. I'll order your heads cut off, damn elves.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Lord Shonus** on **May 19, 2010, 09:07:22 am**

<http://dffd.wimbli.com/file.php?id=2374> (<http://dffd.wimbli.com/file.php?id=2374>)

20 Timber
A kobold thief stabbed a puppy and then was torn apart by a War Dog and a Wrester. Poor puppy.
A wounded War Dog has died.

21 Timber
A kobold army has sprung from ambush!

23 Timber
The kobolds have been driven off with no deaths on either side.

5 Opal
Another War Dog has succumbed to wounds.

That's all the time I can spare today. The fort's in decent shape. The dead are all buried, the wounded are comfortable, and there's a goodly amount of adamantine already mined.

All four uniforms are completely made, but they haven't put them on yet. There's a bottleneck in the adamantine chain because we don't have a skilled strand extractor.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **nahkh** on **May 19, 2010, 09:16:32 am**

Ok so we've got a few hours of free time with Sparkgear. First volunteer to report in has the save.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **derekiv** on **May 19, 2010, 09:44:16 am**

YOINK!
I play with it a little.
Last time I didn't get to present my doomsday device.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Ultimate Carl** on **May 19, 2010, 10:32:09 am**

Also, yeah, .03 still had the fish bug and the fish bug occurs during worldgen. Then again you may still have fish. I've genned and played forts in about four different worlds since .31 and every one of them had fish *shrug*. Guess I was just lucky and that's not the norm.

Also the grizzlies I bought from the Elves in my main game sure didn't have any trouble popping out as many FPS-hogging abominations as cats usually do. Although that is a significantly more badass infestation.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **derekiv** on **May 19, 2010, 12:47:26 pm**

12th of Opal 1052:
Zan the Mason decided that the stone inside the fort was too poor to use and has trekked outside the wall to get some.

12th of Opal 1052:
Morul the Mine-lord is too busy drinking to mine out some more rooms.

17th of opal 1052:
Black bears took down a crundle.

5th of Obsidian 1052:
Carpenter taken by a fey mood.
And a black bear has given birth :) Its female :D
6th of Obsidian 1052:
He made a door out of two logs.
He is now a legendary carpenter.

22nd Obsidian 1052:
The militia commander comes running into my room, "GIANT EAGLES ATASHING THE MILISHER CAPTAN"
I run to the meeting hall and all is normal...
I'm beginning to think that Kikrost the captain is seeing things...

1st Granite 1053:
Spring! I think I'll celebrate by making a room for me.
And we have a birth: Inod Postsabres a girl.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Demonic Spoon** on **May 19, 2010, 12:51:18 pm**

Oooh, how am I doing?

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **derekiv** on **May 19, 2010, 01:01:24 pm**

Quote from: Demonic Spoon on May 19, 2010, 12:51:18 pm
Oooh, how am I doing?
Just dandy, managing work orders, having lord Shonus run to the weapons stockpile to switch his weapons around every 2 days. Basically a normal dwarven accountant.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Demonic Spoon** on **May 19, 2010, 01:03:30 pm**

Hehe, awesome, *subliminal messaging on* Pull the doom lever, pull the doom lever, pull the doom leverl, *subliminal messaging off*, good luck!

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **derekiv** on **May 19, 2010, 01:17:48 pm**

Quote from: Demonic Spoon on May 19, 2010, 01:03:30 pm
Hehe, awesome, *subliminal messaging on* Pull the doom lever, pull the doom lever, pull the doom leverl, *subliminal messaging off*, good luck!
I pulled it ages ago. It does do enough to be called "the doom lever". More like "the lever of mild annoyance".
And I added some statues of you to your room. Made of gold.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **nahkh** on **May 19, 2010, 01:29:08 pm**

Speaking as the person who's done the most digging around in the map I have to say that it has an OBSCENE amount of gold in it. And I mean OBSCENE.

I, for one, suggest we use only golden furniture from now on.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Ultimate Carl** on **May 19, 2010, 01:37:29 pm**

Anyone planning on uploading a map?

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Demonic Spoon** on **May 19, 2010, 01:46:23 pm**

Wha? Magma flooding the map is a minor annoyance? Did I do something wrong? I admit I didn't test the device out but I thought it would probably work.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **derekiv** on **May 19, 2010, 01:53:56 pm**

Magma Flood is ridiculously slow. I made a new doom lever.
EDIT:
And a fun lever.
I dare who ever gets the save to pull both of them at the same time.
Or at least the doom lever.
The fortress will survive either one, but the results will be fun.

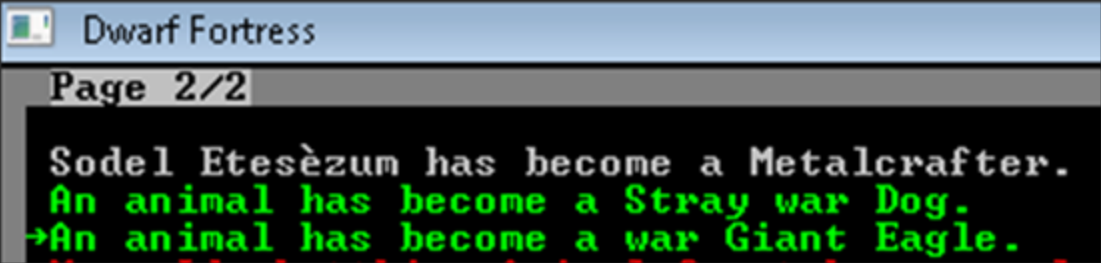
6th Slate 1053:
People are reporting banging on the newly installed door in the dining room.
7th Slate 1053:
The banging stopped.
Also, one of the works on Project **** has died of blood loss. I wonder why...
23rd Slate 1053:
Had a marriage today.
14th Felsite 1053:
Elves arrived. I guess we'll trade with them.
Time to start another project for next time they come.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **derekiv** on **May 19, 2010, 02:00:56 pm**

FEY METALSMITH CLAIMS ADAMANTINE WAFER! :o
Never actually had this happen before.
He's novice in metal skill, so its roulette to see what comes out.

EDIT: FUCK, HE CREATED A FLASK >:(
Its worth 723.6k

EDIT 2: SO MUCH WIN:



Only sad part is that it is the only one. And it is male. :'(

EDIT 3:
THE ELVES BROUGHT EAGLES!
EDIT 4:
I accidentaly pissed them off, so I had to sieze the eagles. And some sunshine. And some sun berries.
EDIT 5:
I AM NO SAFE BEHIND MY WAR BEAST HORDE.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Lord Shonus** on **May 19, 2010, 03:06:09 pm**

Lord Shonus should have a War Eagle following her around.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **maxicaxi** on **May 19, 2010, 03:12:34 pm**

i love eagles!!!! dorf me axe dorf :) :)

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **derekiv** on **May 19, 2010, 03:12:48 pm**

Quote from: Lord Shonus on May 19, 2010, 03:06:09 pm
Lord Shonus should have a War Eagle following her around.

Sorry, we're all out. Ask the next person who plays, I'm uploading the save in about 5 minutes.

Edit: Snatcher fell into cage traps. It looks like we have attracted the attention of the gobbos.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Lord Shonus** on **May 19, 2010, 03:25:01 pm**

I meant she had one when I saved.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **derekiv** on **May 19, 2010, 03:45:09 pm**

Oh, i think it died....
EDIT:
Nevermind. Here's the save: <http://dff.d.wimbli.com/file.php?id=2378>
Goblin ambush in progress, human caravan is fighting them.
Whoever gets the save, please take me off the training equipment once I reach legendary.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Areku** on **May 19, 2010, 06:42:21 pm**

OK, I'm on it. Action logs incoming.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **nil** on **May 19, 2010, 06:44:13 pm**

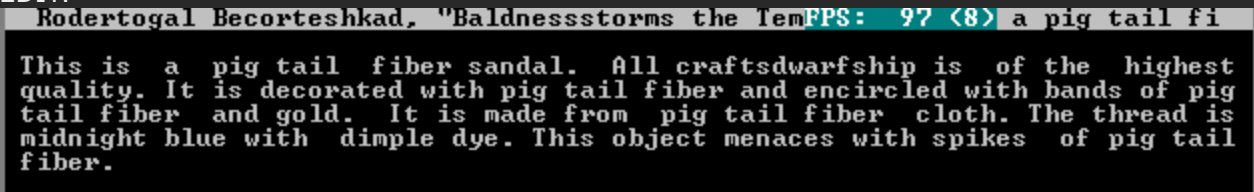
Quote from: Ultimate Carl on May 19, 2010, 01:37:29 pm
Anyone planning on uploading a map?
ditto this

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Areku** on **May 19, 2010, 07:30:27 pm**

Well holy **** this place is huge. Oh hey Shonus, what happened to your left hand? Ah, it's there, by that pool of blood, of course. And why are both my arms broken? Well, go figure.

There's a lever there. It's labeled "Pull me, I dare you."

...Curses.

EDIT:
A screenshot of a game log with a black background and white text. The text reads: "Rodertogal Becorteshkad, "Baldnessstorms the TemFPS: 97 <8> a pig tail fi This is a pig tail fiber sandal. All crafts dwarfship is of the highest quality. It is decorated with pig tail fiber and encircled with bands of pig tail fiber and gold. It is made from pig tail fiber cloth. The thread is midnight blue with dimple dye. This object menaces with spikes of pig tail fiber."

Cool sandal, bro.

And no map yet, because this is seriously such a huge mess that no one would understand the least of it. Frankly, it has to be the most crazy-sprawl-WTF fortress I've ever seen. Gonna make some REAL changes here, for sure.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **derekiv** on **May 19, 2010, 09:16:42 pm**

I could understand it, and I didn't do much other than carve me some rooms...

living area
workshops
food, magma and caverns

thats about all you need to know...

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Areku** on **May 20, 2010, 06:02:31 pm**

The logs of "Ryan" Atisashmon, wandering utopian:

-19th Sandstone, 1053:
I have finally arrived. The fortress of SparkGear. Kinda easy to miss, since the entrance is just a hole on the ground. I had heard tales of unspeakable riches down in this place, but what I've found is, instead, my worst nightmare: Parasites! While a small portion of the population does all the work, most everyone else just roams around all day, sucking the fort's resources and throwing parties that last for weeks on end.

That stops now. I must find a way of getting rid of that scum. Normally, I would just make some kind of underwater bunker to live on, but I've found that the area is disappointingly lacking on oceans. I think that I'll need to take extreme measures. Maybe magma will suffice.

- 21th Sandstone, 1053:

How interesting. It seems some of my forerunners were preparing for an occasion like this, and have rigged the whole place with elaborate self-destruct systems. Interestingly enough, most of them are now bedridden with severed limbs. I fear I must keep secret about my projects, lest these parasytes might rebel.

- 30th Sandstone, 1053:

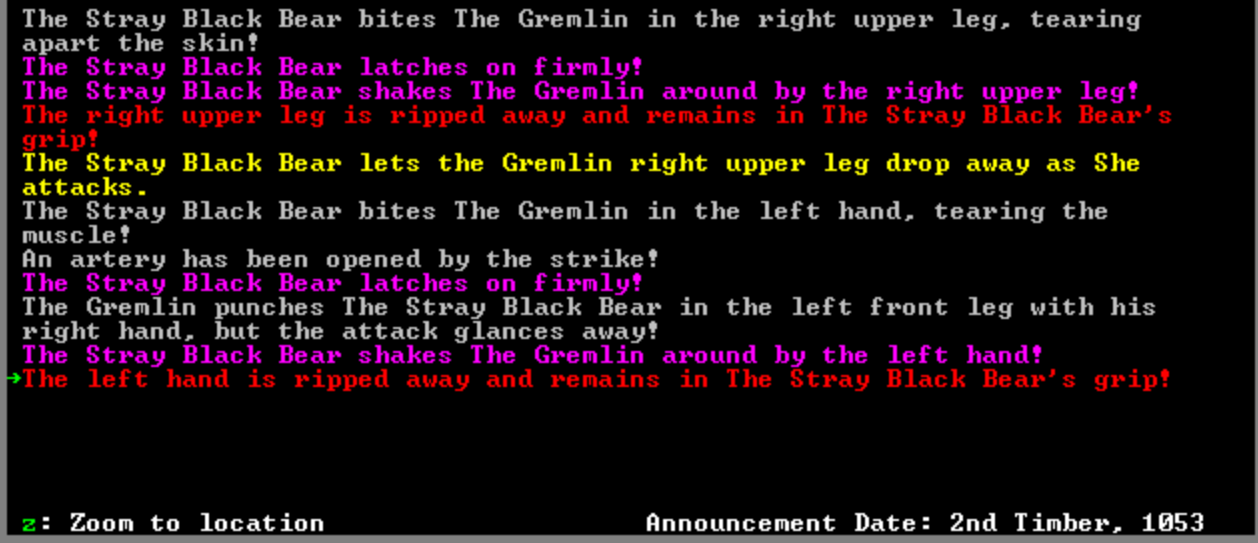
The digging of New Sparkgear has begun. It might take a few months, but hopefully the new fortress will be fully functional and ready to be inhabited. And now, lemme see, what should I do with these beds? Oh yes, I'll carve a few extra living quarters here and...

- 1st Timber, 1053:

Construction is going well. The farming and workshop areas are done, and... hey, why is that bear carrying a gremlin's leg on his mouth? Nah, must be nothing.

- 2nd Timber, 1053:

Gee, that was fast.



It's obviously dead now. The gremlin, not the bear.

- 15th Timber, 1053:

There is something very important I've overlooked when designing the new fortress: my own quarters! Oh well, I guess it's time to put all those gold bars to good use. I've always liked submarines.

Some other stuff happened after that, but it was all minor. Hopefully mr. Ryan will be able to complete his little project before my turn is over.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **derekiv** on **May 20, 2010, 06:13:34 pm**

Glad I picked someone useful as my dwarf; the best weapon-armor-black-metal-smith. And good at other stuff to boot.
How is my dwarf doing?
You dump any caravans in the volcano?

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Areku** on **May 20, 2010, 07:06:50 pm**

Eh, not much happened, really, but I built myself a neat lil' submarine. Uploading the save as I write...

EDIT: Here it is. Map to come:

<http://dffd.wimbli.com/file.php?id=2386> (<http://dffd.wimbli.com/file.php?id=2386>)

Just so you know, I did not pull the selfdestruct lever, though I kinda wanted to do so. :P And the submarine is still waiting on the drydock, but you can connect it to the underground lake network if you want to.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **x2yzh9** on **May 20, 2010, 09:38:11 pm**

Woo! Mein turn!

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **derekiv** on **May 21, 2010, 06:33:58 am**

Quote from: Areku on May 20, 2010, 07:06:50 pm

Eh, not much happened, really, but I built myself a neat lil' submarine. Uploading the save as I write...

EDIT: Here it is. Map to come:

<http://dffd.wimbli.com/file.php?id=2386> (<http://dffd.wimbli.com/file.php?id=2386>)

Just so you know, I did not pull the selfdestruct lever, though I kinda wanted to do so. :P And the submarine is still waiting on the drydock, but you can connect it to the underground lake network if you want to.

probably a good thing. I held onto the save and pull the lever and....
EVERYONE DIED. Well, there were 3-4 people still moving, but they were all miserable. There was 4 more wounded. And everyone was tantrum-ing. It was Fun.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Moontayle** on **May 21, 2010, 08:19:16 am**

When my turn comes around later today I will grab the available save but I probably won't get around to anything resembling an update until tomorrow.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **LordSlowpoke** on **May 21, 2010, 08:21:15 am**

I'd request that someone PMs me with the save after the fortress finally dies. I want to try exploring it.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **derekiv** on **May 21, 2010, 08:45:36 am**

oh, I checked the save, and lord shonus, you lost a hand.
And what's with the random digging?

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **derekiv** on **May 21, 2010, 09:03:55 am**

Here's the map for you lazy bums:
<http://mkv25.net/dfma/map-8822-bloody-sparkgearxii-4>

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Demonic Spoon** on **May 21, 2010, 09:48:33 am**

Which one of you idiots smoothed the cavern, removing the mud? I walled off a larger piece of cavern expressly so that we could have a safe source of wood.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **derekiv** on **May 21, 2010, 09:49:29 am**

Quote from: Demonic Spoon on May 21, 2010, 09:48:33 am
Which one of you idiots smoothed the cavern, removing the mud? I walled off a larger piece of cavern expressly so that we could have a safe source of wood.
Real men don't need a safe place to gather wood. They escort the wood cutters with military.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Demonic Spoon** on **May 21, 2010, 10:29:03 am**

They may not need it but it would sure be convenient.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **derekiv** on **May 21, 2010, 10:44:39 am**

hey x2yzh9, any update?

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **x2yzh9** on **May 21, 2010, 12:10:46 pm**

Will post update later today

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Areku** on **May 21, 2010, 02:12:33 pm**

Quote from: Demonic Spoon on May 21, 2010, 09:48:33 am
Which one of you idiots smoothed the cavern, removing the mud? I walled off a larger piece of cavern expressly so that we could have a safe source of wood.

I don't know, but fear not, for I have walled off yet another forest area to the east of the submarine. I've also dug out a food storage/workshop area directly under it: the entrance is in the shack made of microcline. Some stone pillars over the lake to the northwest were also hollowed out, to make luxury living quarters, but I never got around to furnishing them. Not to mention the whole magma furnace/metal storage room directly under the submarine. If the rough tunnel that goes to the dining room is connected with a magma source (suggestion: the selfdestruct lever), it will provide a safe source of heat for all furnaces on the west side, with a lot of room for expanding the production rate.

...Actually, my plan was to get rid of those permanent party-goers by sealing off the western part of the fortress and magmaflooding it. I didn't have enough time to complete that project, though. :(

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **x2yzh9** on **May 21, 2010, 05:11:10 pm**

I can't continue playing the save.. Guys, tell me the steps you took to play? I'm doing what I need to do.. Tell me how to er, make it so I can resume the save and play.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Moontayle** on **May 21, 2010, 07:48:24 pm**

Where be-ith the save?

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **x2yzh9** on **May 21, 2010, 08:35:30 pm**

How do I make it so I can continue the damn game? I don't wanna miss my turn because some people can't realize that I don't fucking know how or where to put in my DF folder.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **x2yzh9** on **May 21, 2010, 08:42:11 pm**

I put the save in my DF/data/save folder, but when I open up the game it doesn't say continue playing or anything like that. It's not nested in another folder.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **derekiv** on **May 21, 2010, 08:52:39 pm**

I believe your time is up.
EDIT: Ninja'd: Your supposed to have it in another folder. Try starting a new adventure mode and it will show you the format.

EDIT 2:
Let me be a little more harsh: YOUR TURN IS UP. If you haven't played at all, tell us and we'll start from the guy before's save.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Moontayle** on **May 21, 2010, 08:54:19 pm**

Quote from: x2yzh9 on May 21, 2010, 08:35:30 pm
How do I make it so I can continue the damn game? I don't wanna miss my turn because some people can't realize that I don't fucking know how or where to put in my DF folder.
Hate to break it to you but you missed your turn. It ended roughly 2 hours ago. Guess I'll go on the previous save.

Edit: Not sure what the download folder setup looks like but it's typically DF\Data\save\region. If you're looks like DF\Data\Save\save\region then that's why you're not seeing anything. Outside of that I can't help.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **x2yzh9** on **May 21, 2010, 09:03:38 pm**

Yes, let me upload my save-Might take a few minutes, though.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **x2yzh9** on **May 21, 2010, 09:09:47 pm**

Also, moontayle, what time zone do you live in?

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **x2yzh9** on **May 21, 2010, 09:22:02 pm**

Pretend this post does not exist. Go on the previous save. Fuck.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Moontayle** on **May 21, 2010, 09:27:47 pm**

Not sure what problem you ran into but I was able to load up the save just fine. I'll get to the playing in the morning. Had less time tonight than I anticipated. Will have close to 12 hours uninterrupted to play, though I likely will take study breaks since I really should do my coursework.

Edit: Jesus, how do you people survive without hotkeys? And 3 squads with 5 total dwarves? I gots some works to do.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **derekiv** on **May 22, 2010, 06:57:57 am**

We have two hotkeys: surface, and dining room
also, we survived with 1 squad of 3 dearves. The other two squads are attempts to arm Lord Shonus and my self. If you can get me to pickup my adamantine weapons and armor, that would be great.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Z1000000m** on **May 22, 2010, 07:37:56 am**

-breaker-
its 22th, so i again apply for the 25th

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Moontayle** on **May 22, 2010, 07:54:08 am**

Quote from: derekiv on May 22, 2010, 06:57:57 am

We have two hotkeys: surface, and dining room
also, we survived with 1 squad of 3 dearves. The other two squads are attempts to arm Lord Shonus and my self. If you can get me to pickup my adamantine weapons and armor, that would be great.

I can already tell you that half the problem is a non-dedicated arsenal dwarf. Once you get an AD option, equipping anything becomes a royal pain in the ass. The only way to even attempt to get it going is a dedicated AD because between mundane jobs they'll routinely go and update the equipment manifests. You have Demonic Spoon as both bookkeeper and AD and the two do not go together at all because BK always takes precedence.

Edit: Not even a month in and three dwarves succumb to infection. Going to attempt three things off the bat: Formation of a larger military, caging of all the useless animals, and some 3x1 rooms for people to wallow in their misery with.

Edit2: Sorry Derekiv but your guy just went melancholy. Didn't really have time to get some things going (there's still a dumping job going on somewhere) so it was probably something I couldn't prevent. In other news, since Ast has lost the ability to stand, he's now the Captain of the Guard.

Edit3: New squad formed. Most of them have picked up weapons and some of them are training. Lots of depressed dwarves though. Trying to figure out the best way to handle this. Very few inactive dwarves though. The death toll from infection since I started is at 4, including the AD I assigned. Realized there's no hospital so digging out an area and having items made to accomodate.

Edit4: Massive Tantrum spiral brought about by an Ambush. 5 of the new squad members dead but ambush curtailed except for one who just won't die. Make that 6 of 10. Just had one bleed to death. Two are resting so out of 10 axedwarves I have 2 left. Also, animals dying left and right because of tantrums. Going to do what I can but I'm sealing the outside for a bit (will still take whatever the underground gives me). Oh yay, another ambush. Yeah, sealing us in.

Edit5: Can't even seal us in. Down to 23 dwarves. Most are either tantruming, melancholy, or close to being dead from the ambushes. Or they're children. I feel a reclaim coming soon.

Edit6: Pulled the lever. Being merciful in doing so. Down to 15 dwarves. Probably 2/3s of them are useless and then rest are bouncing back and forth between usefulness and tantruming. There's still a goblin loose and there's nothing to be done about it since the guy took everything we had and spit it back out. In between being occupied by war beasts he finds the nearest dwarf and ends their life quickly. So yeah, gonna let this run through and then reclaim.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Demonic Spoon** on **May 22, 2010, 09:50:50 am**

That's what happens when you guys break open my seal to the surface!

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Moontayle** on **May 22, 2010, 10:03:14 am**

At this point I want to say that this end would have come, lever or no lever. Had at least two dwarves go berserk and they've been making a tear through what's left. Less than 10 dwarves, 3 of which are melancholy and the rest are sodding useless anyways.

Edit1: It's done. Ended up abandoning when it got down to 1 dwarf. Demonic Spoon... a winner is you. Last I saw you were valiently trying to take out a small horde of creeping eyes but you're inept so you weren't doing so hot but they were weak and kept getting thwarted by your cloak. A virtual stalemate.

Anyhoo, going to do some work (since that's where I am) and then do the reclaim this afternoon

Special note: Won't be able to upload the save until 1amGMT. The firewall at work doesn't allow uploads of any kind so I have to wait until I get home. Once I'm there it should go fast since I have 5MBps upload, just need to be home first. I get off when the day rolls over so that's why it'll be a little late.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Demonic Spoon** on **May 22, 2010, 12:15:05 pm**

Well a reclaim is going to make the game 10x harder because it removes all mud.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Moontayle** on **May 22, 2010, 12:30:37 pm**

If we wanted easy we wouldn't be playing Sparkgear.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Heron TSG** on **May 22, 2010, 12:36:35 pm**

I can't wait to see what I can do with this.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Moontayle** on **May 22, 2010, 01:16:01 pm**

Reclaim has begun. Trash is everywhere. Creating an entirely new entrance with better protective values for the stupid goblin incursions. Currently there are friendly goblins on the map but I expect that to change. Now I just need to get back to the 3rd cavern.

Edit1: Given that all the mud has dried up I'm putting the first level of the new fortress right around the -100 level mark (goes from -99 to -102 depending on where the center is). First order of business is creating a new farming area. Digging and dumping has begun. About 50% of the way through.

Edit2: Currently irrigating the new farmlands. Started digging out where the initial workshops will go. Assigned a migrant Soap Maker as bookkeeper and made a table and chair for him to do his business. Need to know what's out there so we can reclaim the good stuff. Already making plans for the magma forges as well as a well. Hopefully the pitifully low FPS doesn't keep me from getting a working fortress going for Barbarossa the Seal God to destroy.

Edit3: Everything is running smoothly. Started reclaiming scattered gear of various wealth. Have 25 dwarves going full tilt. Farms going. Brewery going. Running low on food but a caravan just arrived so that's no biggy. Hoping I can make it through winter and into the next year before I have to let this go. I would really like to get a proper military set up but need to take care of basic needs first. Oh, and first FB showed up. It can't reach us because that cork hasn't been popped yet and I'm not going to because the fort can't handle it. It can wait until we're ready.

Edit4: Soap Maker got a fey mood but wanted Rock Bars so he went stark raving mad. Currently filling up the cistern for the well and underground fishing. Bedrooms are made just need to populate them with beds. Food and drink are semi-plentiful. Almost spring time. Should have the vast majority of basic needs met when my turn is up.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Moontayle** on **May 22, 2010, 06:55:41 pm**

Replying so this gets bumped.

Ok, turn done and like I mentioned earlier I won't be able to upload it for about an hour after this post. Rest assured you'll get it by 1am GMT.

Some notes:

1. I left notes everywhere and I used hotkeys so you can find all the important stuff. I think one of them is from the previous fort (F6) but the rest are valid.
2. Just finished trading with the elves. You should have a few bears and some other stuff to train. Haven't set up the kennel yet though. Bought a shitload of brew so if you run out of drink you're SOL.
3. Also just got a huge migrant wave of about twenty folks. You should have plenty of dwarves to do whatever.
4. Didn't get a chance to get a military set up. This was brought about by not having any metals to smith that could be used for weapons. Might want to get on that.
5. A lot of junk is scattered everywhere. There's also a lot of stuff still in the old fort. I didn't want to get into scouring through it before the basic necessities of the fort were set up so that'll be up to you. Be careful. Not sure where the FB went and something had the presence of mind to pull a lever down there.
6. Oh, and a dwarf died from being stabbed in the foot just before I stopped. You'll want to make a coffin for him and place him in the dining room (you'll see).
7. Migrant wave brought a bunch of animals. Haven't had a chance to cage them yet.

Best of luck.

Everything south of here is a rant. Read. Don't Read. I don't care.

soapbox

I am appalled that less than a week after starting that I took over a community fort and it was already on a downward spiral. I think I could have been a bit more forgiving if at least an attempt was made at keeping the fortress in a working condition but over half the dwarves were miserable, the military was non existant, food and drink stock were extremely low, there was no hospital, lag was induced by tons of animals left to wander around. To me it seems that no attempt was made at keeping the fort playable for whoever came after. As it was, it didn't take long for things to spiral out of control, despite my best attempts at salvaging the situation. And I don't give a flying fuck if this is Sparkgear. It's a **COMMUNITY FORT**. That means someone other than you is going to play it. The fort should not already being spiraling downward three years into the fort and less than a week after starting. There's more than enough ways to kill the fort without killing it through incompetence.

Now, if you did your best to keep things upright, I salute you. For everyone else, please try and think of the people that are supposed to come after you.

/soapbox

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Moontayle** on **May 22, 2010, 07:27:15 pm**

Here's the save: <http://dffd.wimbli.com/file.php?id=2395>

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Heron TSG** on **May 23, 2010, 12:39:38 am**

Downloading. Will begin my misadventures in the morrow.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Chaoseed** on **May 23, 2010, 01:16:52 am**

Hmmmmmm...

So, can I sign up?

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Heron TSG** on **May 23, 2010, 11:23:59 am**

I hope everyone here likes MAGMA.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **derekiv** on **May 23, 2010, 12:57:33 pm**

YAY! My turn is next!

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Heron TSG** on **May 23, 2010, 02:09:05 pm**

It's lightning-y here, so I may be an hour or two late on getting the save to you if the power goes out.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Heron TSG** on **May 23, 2010, 03:41:43 pm**

EDIT: The storm stopped, and I still have the save. The problem is that I can't seem to load the game. Was it in .03? Or did we move up to .04?

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Moontayle** on **May 23, 2010, 03:56:53 pm**

I used .04. It was the only way the game was going to run on the PCs here at work.

.04 doesn't really have any issues. Pretty much all the bugs you stayed away from in .03 are still there but it runs better overall.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Heron TSG** on **May 23, 2010, 04:07:13 pm**

that would explain it.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **derekiv** on **May 23, 2010, 07:52:14 pm**

hey barbarossa, where is the save?

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Heron TSG** on **May 23, 2010, 11:08:46 pm**

Well, I'm pretty sure that I've been cursed by the Succession Gods. I started saving an hour ago, and it just finished saving twenty minutes ago. When I went back in to make sure the save worked, the game flipped out and crashed. What little I accomplished in the past 20 minutes isn't worth much. Some dwarves were interrupted by animals and there was a goblin siege, but nothing of note occurred.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **derekiv** on **May 24, 2010, 06:31:15 am**

So, I'm just going to grab the previous save then.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Moontayle** on **May 24, 2010, 08:57:10 am**

You know, if I had to judge, I would say that this iteration of SG isn't working out too well.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Demonic Spoon** on **May 24, 2010, 10:14:30 am**

It's the people killing the fort in the first few days and lack of awesome stories that does it. ::)

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **derekiv** on **May 24, 2010, 11:46:16 am**

here's the save, I'm too busy to play the rest of the day: <http://dffd.wimbli.com/file.php?id=2407>
I de-magmafied the old fort, got rid of most the goblins with hobgoblins, sealed us off from the surface and made some large stockpiles.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **LordSlowpoke** on **May 24, 2010, 01:12:39 pm**

De...magmafying?
Removing magma from a dwarven home?
Alas, Sparkgear has climbed the highest ranks of heresy and now is shitting +gold nugget mug+s on all of us.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **derekiv** on **May 24, 2010, 01:53:41 pm**

Quote from: LordSlowpoke on May 24, 2010, 01:12:39 pm

De...magmafying?
Removing magma from a dwarven home?
Alas, Sparkgear has climbed the highest ranks of heresy and now is shitting +gold nugget mug+s on all of us.

It involved flooding the caverns with magma.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Moontayle** on **May 24, 2010, 02:01:50 pm**

Well, I did pull the lever. Fat lot of good it ended up doing since it was the goblins, tantrums, melancholy, and berserk dwarves that killed everyone.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **derekiv** on **May 24, 2010, 02:04:49 pm**

Quote from: Moontayle on May 24, 2010, 02:01:50 pm

Well, I did pull the lever. Fat lot of good it ended up doing since it was the goblins, tantrums, melancholy, and berserk dwarves that killed everyone.

You pulled the wrong one. The FUN lever was the one that caused the cave-in. Then you pull the doom lever and flood the caverns with magma.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Heron TSG** on **May 24, 2010, 10:44:24 pm**

Well, hopefully the June version will get a bit more time in the limelight. Especially considering that summer is breeding season for succession games.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Z1000000m** on **May 25, 2010, 07:50:01 pm**

here be 10 effin pictures i put and then pressed right click to back :-X
http://img185.imageshack.us/img185/8233/beztytuu4t.jpg

genderlesss Boiling Dwarven Wine

As the newly elected leader i decided to build a little tribute
Blood god demanded roasted dwarven bodies, and i delivered
Found a couple of levers with a note saying " I dare ya!", pulled one, no effect
Ordered the nearest urist to pull the others when i went to eat my daily meat
The effect was pretty... interesting, it involved me scoring a few gabbros in the forehead
Oh well, tribute was done, puppies were born, everything is "fine"
So , i made it awesome, its up to you guys to fix it now

It was pretty fun.
No sieges, wth, this needs to be fixed

http://rapidshare.com/files/391589084/SparkgearXII.rar.html

ill upload it to dffd tommorow

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **derekiv** on **May 26, 2010, 06:30:48 am**

I guess the "i dare ye" lever broke. Some of levers got disconnected, because I got a message that a gremlin had pulled a lever, it revealed and jump to the magma bridge and nothing happened.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Heron TSG** on **May 31, 2010, 09:13:42 am**

Well, who's running the next one? Nahkh disappeared again.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **UmbrageOfSnow** on **May 31, 2010, 12:42:43 pm**

I am but a poor newb, but I'd love a chance to prove I'm more competent than some people...

I'll take next.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **UmbrageOfSnow** on **May 31, 2010, 07:04:52 pm**

Okay, since it is now Midnight, GMT, and I haven't heard anything, I'm just going to take the initiative, download z1000000m's save, and start playing. I'll update later tonight. If anyone has a problem with this, let me know before I play a whole bunch, please?

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **UmbrageOfSnow** on **May 31, 2010, 11:49:01 pm**

Slate 23rd,

I've arrived at the famed outpost of SparkGear today. It isn't at all what I expected.

My entire party made it inside without incident; although the terrifying beat of the dancing lavender-scaled monkey in the caverns alongside the entrance shaft had us more than a little nervous. And the fact that we increased the population by 50% doesn't bode well for our long term survival.

But disaster struck as soon as we were inside. Just as the retracting bridge was activated, a couple of citizens made a dash for the surface. The bridge retracted out from under them. Amok was with them today, they were both able to grab onto a ledge. Any other spot and they would have fallen hundreds of meters into the underground lake, where I'm sure they'd be eaten faster than they could drown. The locals were all too busy to care, so I went down and built a rescue drawbridge myself. The lever is diagonally below the lever for the other bridge, should any future generations need to perform a similar rescue.

As a reward for my fast thinking and faster bridgebuilding, the locals have made me their temporary leader. It seems they replace leaders at the drop of a hat around here. One wonders if such frequent and chaotic regime changes have anything to do with the high mortality rate...

Felsite 1st,

I don't understand what the previous administration was up to. It seems almost none of the citizens were producing food, trade goods, or fortress necessities, and there was no fortress expansion going on either. The dwarves were split into just three work crews, Gem Cutting, Floor Engraving, and Wood Crafting. Fortunately none of the ten wood crafters were actually doing any work, their laziness has preserved our lumber supply. I've reassigned everyone into more useful jobs, over the whining protests of two thirds of the fortress who prefer laziness.

Looking at my new roster, I realize I've gone a bit heavy on the miners, masons, and mechanics (the Three M's), but I have a couple projects in mind.

First things first, let's get that trade depot a hundred levels or so below ground. Between the walking distance and the complete lack of security I don't know why they've been walking around up there all these years. And we've been lucky so far, but I'd like to avoid any diplomatic incident under my tenure: according to the original Articles of Fortification, it seems we don't actually own this land. The fortress exists on a technicality that land ownership extends only one mile down from the surface. The enormous, dancing, lavender monkey is enough to deal with, I don't want a war with the elves on my hands.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **UmbrageOfSnow** on **June 01, 2010, 01:28:40 pm**

Galena 15th,

We have been besieged by 17 Hobgoblins, lead by a Sword Master and a MaceLord. They brought a troll and a small menagerie of war animals, including 3 eagles, 3 mammoths, an elephant, 4 bears, and a breeding pair each of giant jaguars and giant lions. I've sealed off the surface and am intending to wait it out. This is the only reasonable option, at least until the magma drains are complete.

I have built a wide ramp from just one level beneath the surface down to main fortress level. I have constructed a new magma-proof trade depot and with some bridges, floodgates, and fortifications have created a mechanism to individually flood three different sectors of the trade depot and its approach with liquid-hot magma. I've also created an emergency, one-time-use device to seal things off with water and collapsing rock, should the floodgates fail to close and drainage overflow.

The magma intake and the control room are completed, but my miners are still hollowing out a large drainage area. Until I can safely drain the excess magma, I have no intention of using the device. But once that is complete, perhaps I'll allow the goblins into the outermost magma chamber.

In other news, I've created a bunch of new bedrooms for my fellow immigrants and a few poor souls here who were never given their own quarters. I've also made a new suite of offices for the mayor, the manager, and whatever positions may require office space in the future. I've cleared out space for a bunch of new workshops, but haven't yet decided what to put there. I'm not sure whether to start a new industry or double up on some of our more overworked workshops.

Oh, and one of my mechanics got all moody the other day and locked herself in her workshop. She took one of her grabbo mechanisms and put all kinds of rings and spikes and artwork on it. It looks f-ing stupid and I don't know what I'm supposed to do with a mechanism that has cave blob leather, zircons, wood, and gold on it. Maybe I'll use it in for the last-ditch-seal-the-fucking-lava! lever.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Demonic Spoon** on **June 01, 2010, 02:02:10 pm**

Yay, someone is actually accomplishing something! :D

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **UmbrageOfSnow** on **June 01, 2010, 10:27:49 pm**

- Sorry it's a bit late, but no one said anything all day, and there is no one signed up for next yet, so I figure no one cares.
- HERE IS THE SAVE (<http://dfffd.wimbli.com/file.php?id=2438>)
- My final write-up will follow shortly, but here are a few things you need to know:
1. There is a dead child in the workshops, make sure she gets buried.
 2. The Broker has been possessed and wants shells. We don't seem to have any, so I locked him in his isolated craftdwarf shop on the bottom right of the workshops, F4 I think.
 - 3.A new wave of migrants have just arrived (in the entrance area). I haven't touched them, so you're going to want to mess with skill assignments, if anyone wants a list of the names and jobs of dwarves before the wave, I did make a list, I can post it if that would help even a little bit. It's as easy as CTRL+C, CTRL+V.
 4. The Dwarves are hauling in random junk from the disassembled surface depot. If you need to get everyone inside, go to F1 and zone-forbid everything.
 5. My magma-based Depot defense is complete, just read the lever labels.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **UmbrageOfSnow** on **June 02, 2010, 12:28:52 am**

Opal 10th, 1058

I buried a friend today, watched a child die by my hand, and personally sealed the fate of our fortress broker. Consider this my final entry and resignation.

And despite all that, I believe the fortress is better off than when I began. Our food and drink stocks have increased greatly, and I've expanded the population, their living quarters, and the room they have to work in. I've been so caught up in overseeing my project, and wiring all those damn levers by myself (as none of the 4 mechanics under me want to do anything but eat, drink, and craft mechanisms), that I realize I have not made an entry for several months. So before I sign my name to this ledger for the final time, I'll relay the events of Autumn and Winter.

My initial intelligence report, recorded here during the summer, underestimated the size of the siege. In all there were 32 Hobgoblins, and 40 assorted war animals. Notably a contingent of 11 War Polar Bears and 3 Grizzly Bears. No military I could have invested in would have been sufficient, staying inside was definitely the right call. Still, we need to have a functioning military sooner or later, and I've had a thought for whatever future ruler begins that task. The Hobgoblins have clearly had success waging war with their Bear Force, and I'm sure it takes many lives to bring down just one of them. The fact that the goblins have more animals than soldiers speaks volumes. In my time as ruler, I can't tell you how many times I've been woken by tame black bear cubs rummaging through my trash or chasing each

other up and down the hall outside my door. SparkGear has more stray bears wandering the halls than it does cats.

This is a major untapped resource. I propose, for the good of the fort and the kingdom, that we at SparkGear found His Majesty's Royal Bear Force (RBF) as soon as we can recruit a dungeon master. We already fight fire with fire, why not fight bears with bears?

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **UmbrageOfSnow** on **June 02, 2010, 01:06:12 am**

Opal 10th, continued

Anyway, after sealing up the top, the Hobgoblins moped around outside long enough to scare off the Human traders, then left in late fall, just in time for the shipment from the Mountainhome to make it through.

As our liaison arrived, I was just finishing the wiring of the control room to the last of the magma gates. The miners had long since cleared out the drainage area, and run a tube from part of it down into the caverns below, large enough that overflow should never be an issue no matter how often we open the gates. And if we wipe out the indigenous monster population, so be it. The drainage tank is sealed off from our fortress though, in case of magma-proof flying beasts.

As I was saying, I was just wiring up the last of the drainage gates when the traders arrived. They of course unloaded their goods at the old surface depot. This is where my day went to hell. Three of my miners made the inaugural channel into the magma pipe as the last preparation for the defense system. One of them ran back to safety without incident, but Rith Datandeg was a bit slow and lost his big toe to the magma, and his nose to the spray. He was able to retreat behind the wall, but fainted there and bled all over the fortress once he awoke. Still, it appears he'll make a full recovery.

Zuglar Elbelrovod wasn't so lucky. As soon as he turned around after removing the wall, he slipped on a bit of grabbite and fell over backwards into the onrushing magma. The entire top half of his body was vaporized. I'm not sure who ran off with his remains, but I've constructed a memorial coffin to him, and any other such unfortunates past and future. I've placed the coffin in the magma drainage cistern as the temptation for the children to mar the memorial with graffiti and jokes about clumsiness is too great anywhere else.

While we were holding the funeral, Onul Koganstigaz finally passed away. She had been a well behaved child until one day a strange mood came over her and she began screaming for things we didn't have. She stormed off to the workshops, kicked all the dwarves out, and just sat there. One day when I sent someone in to check on her, she went berserk and almost killed him. So I ordered the doors sealed and set up some traps lest she escape. I knew what I was doing, but it was still a shock to hear her screams finally fall into silence. Her parents will be devastated I'm sure, but I did what I had to do for the good of the fortress.

During all the commotion I nearly forgot about the traders, and our broker had already ignored their request to come trade with them for weeks. As they were packing up to go, I accidentally signed the order to deconstruct the old surface depot. That damned piece of paper had been sitting on my desk for months, since I first began the project. I was still in a bit of shock from the two deaths, and had been dying to do something positive, and making the final symbolic act of my one great accomplishment as ruler seemed like it would cheer me up. I didn't even think about the consequences until the traders left oddly unencumbered. My idiot masons carried away all their stock with the left over stone from the building!

I'm sure the mountainhome will give us shit about it next year, but it's too late to do anything about it now, and I'd rather they make their complaint while standing in a sealable room where one floodgate holds back several tons of molten rock. Exactly like our new interior trade depot.

If that was the last disaster of my day, I might have held off my resignation until the people were fed up with me themselves, but there was one last horror in store. Apparently that little girl's spirit was stronger than her body, because later that day, it took possession of our Trade Broker. He acts like a sullen little girl anyway, so it took everyone a while to notice, but he started making the same outrageous demands as she. I don't want to risk injuring any useful workers if and when he turns violent, so I've already sealed him in his isolated workshop. I locked the door myself, as my last official act as leader. What happens to him next is up to someone else, I'm not sure I have the stomach for that decision anymore. All I know is the bears look a bit malnourished and I think it's all the plump helmets we feed them.

So, whoever picks up the reigns next, best of luck making the hard decisions. I'm going to retire to a leisurely life of wiring levers to various devices, designing bridges, and drowning my sorrows in swamp whisky and hoping I can rid my self of the dreams. That damn dirty, lavender-scaled, dancing ape haunts me every night, and I swear I can hear the beat of his thumbed feet whenever the miners take a rest from their noisemaking.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **UmbrageOfSnow** on **June 02, 2010, 01:10:45 am**

Wow, um, did I overkill that last entry a bit?

Anyway, for the scrolling-up-impaired, here is that save again.

<http://dffd.wimbli.com/file.php?id=2438> (<http://dffd.wimbli.com/file.php?id=2438>)

You may want to take a look at my non-journal entry post for some brief commentary on what is going on if you're the one taking over the next day.

EDIT: And I meant to post this earlier, but I ran a test of the magma defense system. Results under the spoiler.

Spoiler (click to show/hide)

Notes on a Magma Depot Test Run:

- 1- Dwarf summon lever - **Nominal**
- 2 - All Isolation levers (Bridges and Floodgates) - **Nominal**
 - 2.a - Drawbridge drops dwarves on it into magma drainage area below.
- 3- Magma Floodgates - **Functional**
 - 3.a Isolation Nominal for all chambers, no spillover to others
 - 3.b Northern chamber (Depot) fills to 2/7 rapidly, then stays there for a while due to drainage.
 - 3.c Middle chamber fills to 7/7 very rapidly.
 - 3.d *There is a significant delay between gate opening and any magma entering Southern chamber. First Use Only.* Magma fills to 2/7 and 1/7 decently fast after delay, then pauses a bit.
 - 3.e All chambers eventually fill to 7/7
- 4- Drainage- **Nominal**
 - 4.a Lowered bridges block drainage.
 - 4.b Drainage outstrips intake from open gate in Northern and Southern chambers. Down to 1/7
 - 4.c Overall drainage area is overkill.
- 5- Atomsmasher - **Nominal**
 - 5.a Takes 5 or so pulls to bring full southern chamber to 1/7 where it will evaporate.
 - 5.b Drainage chamber remains filled.
 - 5.c **Priming is effective: both delay and 2/7 magma plateau are eliminated after filling chamber and atomsmashing it clear.**
- 6- Water Failsafe - **Non Functional**
 - 6.a Lever does release entire amount of water.
 - 6.b Only upper floor hole is sealed, never reaches floodgate.
 - 6.c Slows magma intake somewhat.

- 7- Aftermath
 - 7.a Depot is inaccessible long after dwarves can move freely past remaining magma.
 - 7.b System remains intact for repeat usage.
 - 7.c Install some magma-proof watch-donkey chains

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **derekiv** on **June 02, 2010, 07:38:52 am**

This is awesome. The best bit of writing in this thread yet.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **UmbrageOfSnow** on **June 02, 2010, 10:25:16 pm**

Thanks!

Glad I didn't piss people off by just grabbing the save and running with it.

In the interest of keeping things going, should we try to get people signing up for future days again, or just hope Nahkh comes back or some other random person does what I did and just shows up and plays a turn? I'd like to see the game *not* die.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **QuakeIV** on **June 02, 2010, 10:37:43 pm**

Quote from: UmbrageOfSnow on June 02, 2010, 10:25:16 pm

Thanks!

Glad I didn't piss people off by just grabbing the save and running with it.

In the interest of keeping things going, should we try to get people signing up for future days again, or just hope Nahkh comes back or some other random person does what I did and just shows up and plays a turn? I'd like to see the game *not* die.

I'm going to do something with this, it wont be AWESOME, likely, but it will be cool.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **nahkh** on **June 03, 2010, 01:41:31 pm**

Whoa.

It almost feels like I was in a coma for two weeks.

Sorry guise, I'm unreliable as fuck.

DemonicSpoon: Could you post me the most recent volunteer player list? Also, what the hells is going on in this fortress?

Nahkh-man, AWAAAAAY!

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Demonic Spoon** on **June 03, 2010, 02:37:24 pm**

Quote from: Robocorn on May 16, 2010, 11:41:34 am

I want the closest open spot. What do you have to lose?

Quote from: Z1000000m on May 16, 2010, 01:03:21 pm

25, if its okay

Quote from: Z1000000m on May 22, 2010, 07:37:56 am

-breaker-
its 22th, so i again apply for the 25th

Quote from: Chaoseed on May 23, 2010, 01:16:52 am

Hmmmmmm...

So, can I sign up?

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **UmbrageOfSnow** on **June 03, 2010, 03:04:54 pm**

Of course z1000000m and I just went, since no confirmation was forthcoming and no one was objecting.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **nahkh** on **June 03, 2010, 03:06:47 pm**

Of course, you're free to grab a turn if no lists are up.

That's the spirit!

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **UmbrageOfSnow** on **June 03, 2010, 03:24:22 pm**

Glad I didn't upset you by taking the initiative. I was a tad worried, but figure no one would be forcing you to use my save if you didn't like it.

Oh and for future reference, I just went up and edited in a test I had run of the magma defense system, there were a couple interesting quirks if anyone is in a position where they aren't sure how things will work, I've tested it pretty well I think.

Big point: My failsafe water device DOES NOT WORK. So don't let yourselves get in a position where you'd need it.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Indricotherium** on **June 04, 2010, 02:52:58 pm**

UmbrageOfSnow that was a great read!

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **UmbrageOfSnow** on **June 07, 2010, 06:20:22 pm**

Thanks Indricotherium!

Quote from: QuakeIV on June 02, 2010, 10:37:43 pm
I'm going to do something with this, it wont be AWESOME, likely, but it will be cool.

Quote from: QuakeIV in PM
At some point, but since nakh is back, ill just wait until its convenient and sign up.

So if, like me, you were waiting on his post, we can stop waiting.

So, who's up next?

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **rosedrake** on **June 08, 2010, 09:48:46 am**

if no one's at it....

can i start tomorrow? like, twelve hours from now. because it's night right now where i am.

the only hope i have for this sparkgear is.... that the FPS isn't below 70.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Demonic Spoon** on **June 08, 2010, 11:55:47 am**

Heh, the optimism of the innocent.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **skaltum** on **June 08, 2010, 12:18:07 pm**

has the world gone boomies yet?

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **UmbrageOfSnow** on **June 08, 2010, 01:14:03 pm**

If you're worried about FPS, don't even think about pulling the magma levers. Your FPS will drop as quickly as your victims.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **rosedrake** on **June 08, 2010, 11:06:51 pm**

hee hee, so i guess i get the turn then?

okay, downloading the save.

EDIT: i'm... done. 30 fps, way above my expectations but still very very depressing to play. i watched the dwarves turtle as they dump stuff away or move things...

here's the save. (<http://dffd.wimbli.com/file.php?id=2470>)

i played for half a year. i moved the hospital to the north of the dining room in which i put several golden statues to boost it's value. i made a tiny military consisting of six dwarves with nothing to do. they killed a giant, which was first wounded by a kobold ambush. another forgotten beast came, it's sitting in front of the golden submarine's door, doing nothing...

an artifact was made. it was so boring i almost forgot about it. it's a larch weapon rack, decorated with a single copper. it's value is 4800. it has an artwork of the founding of sparkgear. oh, the possessed trader back then went berserk, and then died of thirst.

aside from the possessed trader, the only other casualty was the tanner, which the giant wrestled... to bruise his throat. it was the kobold ambush who killed him.... he was put in the hospital, and was safe for awhile... and when i moved the hospital, he crawled his way to the booze stockpile.... only to die of dehydration on top of a booze barrel. sad. oh, and there's some migrant wave who got killed by a goblin ambush.

an elven caravan came, bringing everything it's civilization has ever had. i seized all the booze (now i have 6919 drinks), and flooded the depot with magma. i recorded the whole thing. (<http://mkv25.net/dfma/movie-2199-sparkgearxii-magmadepot>) after making sure the drain works, i save my game...

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **UmbrageOfSnow** on **June 14, 2010, 12:41:28 am**

Glad you had fun with the flooder. Any new takers?

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **UmbrageOfSnow** on **June 19, 2010, 08:43:11 pm**

Don't let sparkgear die! Some random person take the save!

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Lord Shonus** on **June 20, 2010, 02:19:35 am**

Sparkgears have limited lifespans, and this one's due to die anyway.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Lord Shonus** on **June 28, 2010, 01:30:51 pm**

WHO's going to run the next game?

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **LordSlowpoke** on **June 28, 2010, 02:35:47 pm**

Well fuck me with a reverse magma rake gentlemen, what do we have here.

Some pansy **elves** aren't bad enough dudes to kill off their fort.
Guess who has to do it for them.

Got a problem with that?

Well **FUCK YOU**. I'm a **NOBLE**.
LordSlowpoke, Aristocrat looses a roaring laughter, fell and terrible!

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **UmbrageOfSnow** on **June 28, 2010, 06:52:13 pm**

I didn't think there was any reason the fort was so bad. Just no one wanted to play a turn. But one square of digging should turn my trap into a fortress killing lever...

Do your thing M'lord of Slowpokes

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Heron TSG** on **June 29, 2010, 10:42:47 am**

We have a mere 40 hours to set up the next one. We need to keep this limited to a month per game. Nobody wants to drag on a SparkGear for so long, that's why we always cut it off.

I myself will be out of range of a computer for a lot of next month, so who else wants to run it? I'm sorry to say it, but I don't think it can be Nahkh.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Chaoseed** on **June 29, 2010, 01:38:41 pm**

Hmmmmm...I could administrate the next one. ;)

I can make the topic, take signups and nag people by PM. However, I'm not sure I have any clever ideas for a theme or anything like that. Would a completely vanilla Sparkgear be bad?

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **UmbrageOfSnow** on **June 29, 2010, 02:07:51 pm**

Over in the mod forum there was a MixMod that has all the 2010 released mods combined. Including stuff like Wasteland...

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **LordSlowpoke** on **June 29, 2010, 02:34:27 pm**

Before killing this, I need to clean up. I have standards! I can't just flood the fort with magma, I need to clean up the mess other people made, wall off all the things those bastards made above z-level -100, quantum cage everything, make it **dwarven for fuck's sake**, and *then* I can take this to Hell and beyond.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Chaoseed** on **June 30, 2010, 03:57:32 pm**

Well, as the old saying goes, Morituri te salutant!

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Chaoseed** on **July 04, 2010, 02:26:11 am**

Well, earlier I said I might start another Sparkgear, but it turns out my girlfriend and I are going on vacation for a week. In case anyone was holding their breath.

Good luck to LordSlowpoke in his plans for the current one! ;)

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **skaltum** on **July 08, 2010, 06:12:03 am**

it's dead? :'(

spooooooooooooooooooooooooooooon why!? did you let it die :'(

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Demonic Spoon** on **July 08, 2010, 10:56:10 am**

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **LordSlowpoke** on **July 10, 2010, 05:23:40 pm**

LordSlowpoke, Aristocrat cancels Strange Mood: Went insane.
LordSlowpoke, Aristocrat went stark raving mad!

No, guys, I just can't do this. Sparkgear was always fun to break, but... damnit, after a literal week of work done into it, I'm gonna play it on - too much sentiment, too much to finally pull the doom lever and end all of this.

This fort... goes eternally into my realm. I'll do my best to lead it into the state of more than twenty years and still rolling, but whoever wants to do it, can just take the old save and break it to hell and beyond.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **UmbrageOfSnow** on **July 10, 2010, 05:29:25 pm**

Three cheers for Slowpoke! Play that sucker into the ground.

Seriously, I know succession games have limited lives, but the last 4 or so that I've touched have died of apathy immediately after my turn. And not like I ruined them either. Just I touch a fort and no one wants to take a turn anymore. So just knowing you're playing that make my day better.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **sir labreck** on **July 12, 2010, 12:16:31 pm**

So it actually turn dead? Crap... No more SG, sad, this monster have finally break apart, after 12 chapter ^^

GG

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **skaltum** on **July 13, 2010, 02:52:13 pm**

nawwwah i was hoping for chapter 13. or 666 :(. nahkh bring the awesome back. we miss you XD.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Heron TSG** on **July 13, 2010, 03:19:13 pm**

Why is everyone proclaiming it dead? One of you could start up a new one on the first of August. We haven't had Nahkh for more than half a dozen SG's, IIRC.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **skaltum** on **July 13, 2010, 03:31:19 pm**

Quote from: Barbarossa the Seal God on July 13, 2010, 03:19:13 pm
Why is everyone proclaiming it dead? One of you could start up a new one on the first of August. We haven't had Nahkh for more than half a dozen SG's, IIRC.

barb you must take the torch. and annihilate the world for us. so we can save the private ryan's and die trying XD

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Heron TSG** on **July 13, 2010, 05:26:05 pm**

Unfortunately I won't be around for the first week of August, or I would. I'll definitely go for the September one, though.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **sir labreck** on **July 15, 2010, 12:54:52 am**

Even if I like too, I'm too unreliable for a full month ^^ and I think I'm not part of this elit group who could destroy world with SG, just a personal feeling, I can't fill the boot :D

Anyways, would probably be too much occupy by starcraft2, sorry :p

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **sir labreck** on **July 17, 2010, 01:00:29 pm**

Duh, sorry for the double post, but need to get some feedback.

~~Maybe~~ For sure I'll do the SG XIII, can't be worse than no SG (nevermind...). If I dispead, someone would be clever enough to continu the damn thing!

What if we use this mod: <http://www.bay12forums.com/smf/index.php?topic=52988.0>
Just figuring out how the whole damned fucking thing work would make everyone crying :) And actually crazy. Not as much as I hope, but it would for sure be fun :)

But the cons:
~~-New player could find it probably too much difficult to enjoy a turn on it...~~ No more difficult than the vanilla, except for iron/steel working slightly change
-We wouldn't be able to piss off the elfe as easily :) (Bah, an application of more magma is always the solution)

So more, do I start now? Or on the first...

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Heron TSG** on **July 18, 2010, 09:34:29 am**

Go for the first, there's not much time left in this month.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **Lord Shonus** on **July 18, 2010, 09:20:03 pm**

I'd suggest you not use genesis. It's a great mod, but it hasn't been updated properly since .08, and with the massive combat balance changes, things might not work right.

Title: **Re: SPARKGEAR RESURRECTION**
Post by: **sir labreck** on **July 19, 2010, 04:58:45 pm**

Thing work fine with .10

I sincerely hope that the .11 will get an official uptade of Genesis (when the .11 get out indeed). But we are the 19th, so we got time :)

Title: **Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 05, 2013, 05:25:28 pm**

Sparkgear XIII: Its back

[Quote from: Sabretache on July 07, 2013, 10:06:51 pm](#)

"When Sparkgear was first founded there was a lot of discussion as to what Time Zone God would be worshipped. For many days and nights no one knew what time it was and the hopes of the people faded. These were the fortress' darkest days (someone said it was just an eclipse but that sounds like witchcraft). But, from the anarchy a hero arose. His name was 'Forum Time' and by using his Space Wizard powers he created unity and system for measuring time. And that dear children of Sparkgear is how time was invented.
Ok, story times over. Go get uncle Titus some spiders now...there are tests to be done..."

[Quote from: CaptainArchmage on July 13, 2013, 11:27:20 pm](#)

[Quote from: Sabretache on July 13, 2013, 11:02:14 pm](#)

Titus Drake no longer wants to live in this fortress...

By the end of my turn, you'll need a new heresy meter. This won't be covered under warranty.

[Quote from: Ieb on July 18, 2013, 01:33:51 pm](#)

This is much better than my shitty boring turn, ha!

[Spoiler: Do not open unless you want to know all that is going wrong right now.](#) (click to show/hide)

- Most of the soldiers are either dead, wounded, or stuck aboveground.
- A failed moat attempt + the utter collapse of surface structures is flooding the fort BESIDES the pumpstack failure.
- There is a sizable breach into the fort's lower levels that probably was caused by the entrance collapsing downwards.
- There are ALSO downward staircases dug in the lowest breach level that will eventually lead the water to even further into the fortress.
 - There is a troll inside, armed with a mithril crossbow.
 - There are 3 berserkers in the fort right now, with few to none soldiers apparently available to fight them.
- I think the population was around 160 when I passed it, so... about 50 have died, which when combined with the tiny dining hall we had before has caused a balls-to-the-walls extreme tantrum spiral.
 - There's a siege going on, but the fort is completely sealed.
 - Of the 2 miners we have left, one is resting, other is insane.

I was reading through the hall of legends, and came across Sparkgear. I also noticed the last game was in 2010. Its high time we had another one on here.

From the last Sparkgear game:
[Quote from: nahkh on May 16, 2010, 05:32:15 am](#)

Welcome to SparkGear the flashing, smashing DF sensation that will rock your world.
You know how in all those BRAND X succession games some douchebag always drags out his turn across three weeks and everyone else is like GAWD GET ON WITH IT? In here, we curbstomp fuckers like that. Your turn is twenty four hours. Nothing more, nothing less. Got your dad's crappy old 286 that runs DF in realtime? TOUGH SHIT. Got work? Call in sick. Class? Fuck that. Sleep? FOR PUSSIES.

In classic SparkGear there is only one rule: Don't talk ab DURING YOUR TURN, YOU ARE KING. Your predecessor made an awesome megaproject? Put a dick on it. Steal his royal bedroom. Put his avatar on latrine duty. (But being a dick will get you treated like a dick, so BEWARE). If the last sucker left you with an unplayable save (even FPS wise, SO DON'T LEAVE STONE LYING AROUND), revert to an older save. AND YOU BETTER UPLOAD THE MOTHERFUCKING SAVE ON TIME, MOTHERFUCKER.

Make sure you label your levers.

That's right, turns last 24 hours, and only 24 hours. I'm making turn changeover at midnight, Tokyo time.

Actually, we'll make it forum time, just this time.

You may **EXTEND** your turn by 24 hours, but you must play the extension whilst drunk or inebriated or or suffering from a form of temporary and induced mental impairment, such as lack of sleep. You must call the extension during your turn. If you get this extension, all players will have their turns pushed back by 24 hours. Deal with it.

You may **MULTIPLAYER** this using one of the Telnet clients that were lying around, if they can work. If you're going to multiplayer the turn, make sure you say so on your sign up. If you extend the turn, all players must be drunk or otherwise inebriated whilst running the fortress.

If an **update** to Dwarf Fortress comes out, we will play the latest version no matter how bug-ridden it is, **unless** version compatibility is broken.

When the fortress dies, we will begin a new thread. The new fortress will be created in the same world, unless a game-breaking update comes out, in which case a new world will be generated. **48 HOURS** may be allotted to setting up a new fortress, **WITHOUT** any drunkenness requirements. **Be sure to upload the save after the fortress falls.**

Once your turn is finished, you may sign up for another turn.

I may be giving out some awards when this is done. I will not give details as to what the awards are, but they will either be given to a dwarf in the game, or to a player.

Worldgen:
[Spoiler \(click to show/hide\)](#)
[WORLD_GEN]
[TITLE:MAGIC! SPARKGEAR]
[SEED:WELCOME]
[HISTORY_SEED:TO]
[NAME_SEED:FUCKING]
[CREATURE_SEED:SPARKGEAR]
[DIM:129:129]
[EMBARK_POINTS:1324]
[END_YEAR:100]
[BEAST_END_YEAR:200:80]
[REVEAL_ALL_HISTORY:1]
[CULL_HISTORICAL_FIGURES:0]
[ELEVATION:1:400:3200:3200]
[RAINFALL:0:100:3200:3200]
[TEMPERATURE:25:75:3200:3200]
[DRAINAGE:0:100:3200:3200]
[VOLCANISM:0:100:3200:3200]
[SAVAGERY:0:100:3200:3200]
[ELEVATION_FREQUENCY:1:1:1:1:1:1]
[RAIN_FREQUENCY:1:1:1:1:1:1]
[DRAINAGE_FREQUENCY:1:1:1:1:1:1]
[TEMPERATURE_FREQUENCY:1:1:1:1:1:1]
[SAVAGERY_FREQUENCY:1:1:1:1:1:1]
[VOLCANISM_FREQUENCY:1:1:1:1:1:1]
[MINERAL_SCARCITY:100]
[MEGABEAST_CAP:75]
[SEMIMEGABEAST_CAP:150]
[TITAN_NUMBER:1000]
[TITAN_ATTACK_TRIGGER:80:0:100000]
[DEMON_NUMBER:1000]
[NIGHT_TROLL_NUMBER:1000]
[BOGEYMAN_NUMBER:1]
[VAMPIRE_NUMBER:1]
[WEREBEAST_NUMBER:1000]
[SECRET_NUMBER:1000]

[REGIONAL_INTERACTION_NUMBER:1000]
[DISTURBANCE_INTERACTION_NUMBER:1000]
[EVIL_CLOUD_NUMBER:1000]
[EVIL_RAIN_NUMBER:1000]
[GOOD_SQ_COUNTS:100:700:1000]
[EVIL_SQ_COUNTS:50:350:750]
[PEAK_NUMBER_MIN:12]
[PARTIAL_OCEAN_EDGE_MIN:1]
[COMPLETE_OCEAN_EDGE_MIN:0]
[VOLCANO_MIN:200]
[REGION_COUNTS:SWAMP:260:1:1]
[REGION_COUNTS:DESERT:260:1:1]
[REGION_COUNTS:FOREST:1040:3:3]
[REGION_COUNTS:MOUNTAINS:2080:2:2]
[REGION_COUNTS:OCEAN:2080:1:1]
[REGION_COUNTS:GLACIER:0:0:0]
[REGION_COUNTS:TUNDRA:0:0:0]
[REGION_COUNTS:GRASSLAND:2080:3:3]
[REGION_COUNTS:HILLS:2080:3:3]
[EROSION_CYCLE_COUNT:250]
[RIVER_MINS:100:100]
[PERIODICALLY_ERODE_EXTREMES:1]
[OROGRAPHIC_PRECIPITATION:1]
[SUBREGION_MAX:5000]
[CAVERN_LAYER_COUNT:3]
[CAVERN_LAYER_OPENNESS_MIN:0]
[CAVERN_LAYER_OPENNESS_MAX:100]
[CAVERN_LAYER_PASSAGE_DENSITY_MIN:0]
[CAVERN_LAYER_PASSAGE_DENSITY_MAX:100]
[CAVERN_LAYER_WATER_MIN:0]
[CAVERN_LAYER_WATER_MAX:100]
[HAVE_BOTTOM_LAYER_1:1]
[HAVE_BOTTOM_LAYER_2:1]
[LEVELS_ABOVE_GROUND:15]
[LEVELS_ABOVE_LAYER_1:10]
[LEVELS_ABOVE_LAYER_2:3]
[LEVELS_ABOVE_LAYER_3:3]
[LEVELS_ABOVE_LAYER_4:5]
[LEVELS_ABOVE_LAYER_5:5]
[LEVELS_AT_BOTTOM:5]
[CAVE_MIN_SIZE:250]
[CAVE_MAX_SIZE:500]
[MOUNTAIN_CAVE_MIN:100]
[NON_MOUNTAIN_CAVE_MIN:125]
[ALL_CAVES_VISIBLE:1]
[SHOW_EMBARK_TUNNEL:2]
[TOTAL_CIV_NUMBER:300]
[TOTAL_CIV_POPULATION:100000]
[SITE_CAP:100000]
[PLAYABLE_CIVILIZATION_REQUIRED:1]
[ELEVATION_RANGES:2080:4160:2080]
[RAIN_RANGES:2080:4160:2080]
[DRAINAGE_RANGES:2080:4160:2080]
[SAVAGERY_RANGES:2080:4160:2080]
[VOLCANISM_RANGES:2080:4160:16641]

We will be using Dig Deeper for DF2012. The world has already been generated, and I have a fortress just set down that might do.

I have **NOT** used Dig Deeper before this.

CLARIFICATION AND OTHER STUFF: I backed up a copy of the worldgen, and then started a new fortress. It was promptly overrun by rattlesnake man corpses and was pretty much lost. I closed off the application. I then started the new game before making this thread, to get a better idea of what Dig Deeper had. The embark is a bit north of the civilization's mountain range (I think?), one of about 14 dwarven civilizations. I did not get a screencap of the world or of the embark location. I just have a fortress about 4-5 days into Granite of the first year created. I'm counting this in "preparation" time. I can re-start on a new fortress if you like.

Damn, if I had read the "shark domestication" thread I'd have located the fortress next to an ocean. As this fortress is going to progress fast though, we'll probably be doing that for Sparkgear XIV in a week and a half.

World Map and Embark Location:
[Spoiler](#) (click to show/hide)

Signup list, July 2013

- Turn Completed
- Turn in Progress
- Turn skipped
- Turn missed
- Turn not yet started

Saturday July 6 and **maybe** Sunday July 7 **PREPARATION:** CaptainArchmage - Starting out
Monday July 8th: griffinpup
Tuesday July 9th: Argembarger (**CLOSE ENOUGH TO A MOTHERFUCKING WEDNESDAY FOR YOU?**)
Wednesday July 10th: laularukyrumo (?)
Thursday July 11th: laularukyrumo **IS THIS BETTER FOR YOU?** Matoro (Previously The Master)
Friday July 12th: The Master (by request)
Saturday July 13th: CaptainArchmage
Sunday July 14th: Ieb
Monday July 15th: Mouseshy
Tuesday July 16th: StLeibowitz
Wednesday July 17th: Matoro
Thursday July 18th: The Master ~~Japa Free (duh)~~
Friday July 19th: Japa Free ~~(...)~~ fort overrun
Saturday July 20th: Ezk1
Sunday July 21st: CaptainArchmage
Monday July 22nd: griffinpup

//AWARDS\\

With the fortress of Sparkgear XIII destroyed in is thirteenth day, awards will now be given. This list may change.

The **Master Award for Holy Fuck How Did You Even Manage That Devastation** goes to The Master, for bringing the fort to the brink of destruction in three hours.
The **Limbo Award for Most Missed Turns** goes to Matoro.
The **First Emperor's Chosen Award for Named Dwarf Survival (counting time whilst named at fortress)** goes to Tiberius Drake, for surviving nearly up to the fort's end, through multiple disasters.
The **Second Emperor's Chosen Award for Named Dwarf Survival (counting time at fortress before naming)** goes to Argembarger, for surviving right up to the fort's end, also facing disasters on the way.

The **Guerilla Medic Award** goes to Japa, for a heroic effort to rescue the fortress.
The **Expansion Award** goes to Ieb, for improving fortress infrastructure.
The **Perfectly Safe Portal Award** goes to CaptainArchmage, for safely investigating the interior of an adamantine tube.
The **Survival in Office Award** goes to Argembarger, for the longest period of time in office.
The ~~**Two Bodies, One Dwarf Award**~~ also goes to Argembarger, for having two dwarves alive with his name at the same time. Whoops, just checked historical records.
The **Achievement Hunter Award** goes to Argembarger, for having the most awards.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 05, 2013, 05:25:52 pm**

Post reserved. I'm done reserving posts now.

Title: **Re: Sparkgear XIII: Its back**
Post by: **griffinpup** on **July 05, 2013, 06:37:47 pm**

Umm... I accept your challenge. How will you share your game after your turn?

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 05, 2013, 06:53:05 pm**

Quote from: griffinpup on July 05, 2013, 06:37:47 pm
Umm... I accept your challenge. How will you share your game after your turn?

I will post the save up on DFFD as usual. The challenge is not to play a year in 24 hours, it is to play what you can in 24 hours. This ensures that the changeover is quick, so you don't have games running for weeks on end. It should also quicken the pace at which the fortress advances.

The "24 hour drunk extension" rule I'm adding just to see what happens.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Argembarger** on **July 05, 2013, 07:02:42 pm**

Sign me up. Can I have my turn as close to Wednesday as possible?

Title: **Re: Sparkgear XIII: Its back**
Post by: **Sabretache** on **July 05, 2013, 07:09:09 pm**

This *will* end in blood and insanity, glorious!

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 05, 2013, 07:15:37 pm**

I've signed people up. Argembarger, your turn will probably take place between Monday and Wednesday, depending on what happens.

Does anyone know how to get the ASCII printout of the world map from a save? I do have the backed up worldgen file. This will help me get more details up.

Title: **Re: Sparkgear XIII: Its back**
Post by: **The Master** on **July 05, 2013, 07:17:37 pm**

SIGN ME UP! I WAS HAVE THE BIGGEST FISH IN ALL THE SEA OF BEES!
(The closest Friday would be nice)

Title: **Re: Sparkgear XIII: Its back**
Post by: **laularukyrumo** on **July 05, 2013, 09:02:52 pm**

Any day is good.

LET THIS BE OUR FINAL BATTLE

Title: **Re: Sparkgear XIII: Its back**
Post by: **Sabretache** on **July 05, 2013, 09:04:59 pm**

To clarify, I'm not looking to take a turn. I just want to watch the carnage.

Title: **Re: Sparkgear XIII: Its back**
Post by: **griffinpup** on **July 05, 2013, 09:38:07 pm**

If you finish saturday, could I start on the 7th?

Title: **Re: Sparkgear XIII: Its back**
Post by: **Sabretache** on **July 05, 2013, 10:28:23 pm**

Any ideas for embark locations? Barren wasteland mountain could be interesting.

Title: **Re: Sparkgear XIII: Its back**
Post by: **laularukyrumo** on **July 06, 2013, 12:42:59 am**

From reading OP, it looks like they've already embarked on a spot.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Matoro** on **July 06, 2013, 05:39:37 am**

I'm in, any day but the ones between 16.-18. are okay.

Title: **Re: Sparkgear XIII: Its back**
Post by: **The Master** on **July 06, 2013, 07:42:57 am**

Has anyone really been far even as decided to use even go want to do look more like?

Title: **Re: Sparkgear XIII: Its back**
Post by: **Argembarger** on **July 06, 2013, 08:33:27 am**

Tuesday is indeed close enough to a motherfucking Wednesday for me! 8)

I'd like Tuesday the 16th please. This should be amusing.

I've signed people up where requested. I did found the fortress, but I had to go into the backup worldgen file to get the other details. For example, history, the world map, and local maps. That took a while. I don't know why the save file is so huge, because I've had large worlds with longer history that were smaller.

Does anyone have any dwarfing requests?

Time to get this going.

It was the dawn of the third age of dwarves in the World of Cyclones, 8 years after the end of the elven war, and 23 years since the goblins of The Cruel Evils were defeated and their towers pillaged. Confined to mountain ranges since the beginning, dwarven civilizations began to look to new lands. What lurks beyond the pillars of rock they call home?

The Everseeing Boats dominated the mountain range known only as The Horn of Ravens, but had constructed roads across grassland to human settlements. In the year 100, the queen of the Everseeing Boats made arrangements for an expedition to establish a dwarven fortress in the middle of The Somber Hills, between The Horn of Ravens and The Points of Gifting, which contained the mountain halls of the Mortal Treaty, The Gorge of Lightning, and The Staff of Emancipating. The fortress was sited next to the brook Leakfyconstruct, to ensure a supply of fresh water. After a small rebellion in the circles of the imperial guard, suitable settlers were found to establish a fortress that would live on in legend, the fortress of Sparkgear.

Diary of Female Caligula Squashorb Exiled Ex-Usurper King

Note by CaptainArchmage: Damn, that should have been Squashedorb. RNG didn't do as well as it should have done, and I had to intervene. No wait, I planned that all along.

1st Granite 101

Dear diary,

The uprising failed, and I have been stripped of my rank in the imperial guard. I have been exiled to establish an outpost in a tropical grassland north of the domain of Iluskogan, The Everseeing Boats. Did I mention this is the first time any dwarven civilization anywhere in the world has established an outpost not in a mountain range? I’m absolutely terrified. We were forced to journey for TWO WEEKS out in the open. For the first five days I couldn’t manage solid food during the day. This is cruel and unusual punishment!

I am still an ardent believer in traditional society. The monarchy overstepped their bounds when they built roads out of DIRT of all things, and I had to intervene. I’ve had a setback, but we will construct a new society out here in the middle of this thing called “tropical grassland” with a “brook” running through it. The brook is called “Leafyconstruct” We will construct a new and great society that upholds traditional values, one which will outlast the decaying Mountainhomes.

The year is 101, and I am now the leader of a dwarven outpost, by a brook in the tropical shrubland, the first of its kind ever. The outpost is named Sparkgears, and we are The Massive Fist. We shall bring glorious dwarven justice to the world! Now let’s get me a fucking room. I want my old room back, with the diamond-studded platinum statues and marble well.

2nd Granite 101

Dear diary,

The moment we stopped the wagon, an enraged beast that came charging out of nowhere and attacked us. It mauled one of the dogs before they took it down. It was terrible! Blood everywhere. Were we sent out here to establish an outpost, or were we sent out here to die?

The land is covered in two distinct layers of a material known as “soil”, which has green things growing in it. The very top level of “soil” looks like a mixture of mud and horse dung, but it does not have the same vile smell. The Logisticians inform me that if we hollow out this “soil”, we will be able to grow crops in it without water. That’s a good thing, right? Maybe I can get back my room service after all. I miss my gourmet dwarven syrup roasts at all hours.

The miners hit the bedrock a few hours ago. We’re going to have a nice new fortress in proper rock. I don’t know whether the rock is the same as the stuff we call “rock” back home though. The rocks around here are strange. They are pink. At this rate our rooms will look funkier than the Pink Elephant Club on hard rock night!

Diary! The Logisticians say the rock is “pink diorite”, and is “igneous intrusive”, so we will have no iron! I feel like I’ve been diagnosed with fatal demon blood poisoning. All the iron ore we have is in the wagon. We may get out 16 bars of steel, and that’s it. 16 bars. My hopes of a properly equipped standing army just evaporated. Are we supposed to fade out into obscurity here?

CaptainArchmage: Right on embark, massive honey badger incident. Fortunately, nobody was injured. I'm expecting the only breeding pair of dogs to die from infection.

5th Granite, 101

Diary,

Because I am one of only three dwarves who have a mining efficiency rating, I have been spending my time underground. Our mason, ‘Saint’ Athelazin the Dark Templar, is constructing some rock tables for us to use. ‘Argembarger’ îtonadas the Woodworker is making us beds to sleep on. Ashtar and Korgoth are gathering plants and putting the food into storage, since we don’t have any metal or fuel around for them to use.

The creature that attacked us is called a "honey badger", and it has been turned into some meat and leather.

10th Granite, 101

Dear Diary,

This grassland is covered in strange webs. They are gigantic. ‘Argembarger’ is collecting some right now. They’re supposed to be produced by something called a giant brown recluse spider. I wonder what that is.

Underground, ‘Saint’ has just finished an exceptionally beautiful table. We're going to put it in the dining room.

12th Granite 101

Diary,

We’ve dug out a room in the soil layer for farming. I hope this will work. We didn't bring much food or booze and I fear we will run out.

There is a pack of strange creatures roaming around in the north. I wonder what they are and where they came from? Are they dangerous? Are they the giant brown recluse spiders?

CaptainArchmage: I can confirm we haven't seen any giant badgers. Yet.

1st Slate 101

Dear Diary,

It is mid-spring now. We dug out two rooms in the soil layer, one for farming and the other for food storage. I'm told we can't grow cave wheat until next season though. Where am I going to get those dwarven syrup roasts now? I can't believe we've come to this.

Fortunately, we're going to move on to digging out some new lodgings deeper down now. I think we can get some plumbing set up too, because the lack of running water is intolerable. Intolerable, I say!

21st Slate 101

Dear Diary,

I finally have a bedroom! Ashtar is going to be our manager for now, so he will have an office too. I think I'll give myself an office too since I'm a leader around here.

It is getting very hot, and the grass outside has started to go yellow. Is it really supposed to do that? I also heard when the weather gets hot, water is supposed to evaporate, but I haven't seen the pool of honey badger blood drying up. I'm worried.

2nd Felsite 101

Diary,

We will finally have running water around here. The lodgings are mostly complete, save for one, but water takes priority. We may be able to have a security system to flood the main stairwell in case of an invasion or something. I'm told we need to have a "drain" to do that safely. What is a drain?

This is what the entrance level looks like, with the dining room.

These are our lodgings. A well room has already been dug out.

1st Hematite 101

Dear Diary,

The first crops have been harvested! We now have sweet pods. We may survive after all.

The plumbing has been dug, but we need mechanisms and a bucket to finish the well and connect up the plumbing. We also need to build a screw pump and a generator for the pumping station. We may have to wait for some more migrants. Meanwhile, I'm having Saint build the foundations for the pumping station.

I expanded the lodgings so we can now support 12 dwarves, and 4 can also have an office. One of our miners, Titus Drake the Daemonhunter says that he wants to do some more research on the Giant Brown Recluse Spider things, so I'm giving him one of the offices.

19th Hematite 101

Dear Diary,

The miners finished digging out the rooms, so we started smoothing up the place. I then noticed we have some hematite around after all. That's right, we now have a source of iron! I am told there is some flux further down, so we're going to have proper steel!

Unfortunately mining the gold vein did not produce that many gold nuggets. Is competency around here really that low?

21st Hematite 101

Dear Diary,

I knew they were out to get me. Seven of us came to found the fortress of Sparkgear. We are now 19, with 6 children. Oh well, some are nearly adults.

8th Malachite 101

Dear Diary,

The pumping station is done, and the floodgate installed. I got some of the new migrants to do some of the masonry.

We got a bit of dwarven syrup, and something called raspberry jam. I wonder whether that tastes as good as dwarven syrup.

As the year draws to a close, I will have a tomb built for myself. It will contain the controls to the plumbing system.

13th Malachite 101

Diary,

I can confirm the strange farmer who came is not a vampire. That was a close one!

My tomb is taking shape. It is built right over the other stairwell going down into the ground.

28th Galena 101

Dear Diary,

One of the dogs gave birth to puppies! My tomb is nearing completion and I have put some of the levers to control the plumbing in there. The plumbing is smoothed up and I just need to attach the second floodgate to the well pipes. I've also dug out two new rooms for workshops and storage, so we can start working safely underground.

During the summer we ran out of booze because nobody thought of building a still. We now have a still running in the dining room.

6th Sandstone 101

Dear Diary,

My tomb is finished. The Dark Templar is still making doors for the rooms underground, and we have some new storerooms.

12th Sandstone 101

Dear Diary,

Once again, we are flooded with migrants. We are now up to 30 dwarves, with 12 children.

14th Timber 101

Dear Diary,

These are the rooftops of the tombs, the pumping station, and the power station.

This is the surface, including the pumping station and the tombs of Caligula and Ashtar. The wagon is still to be emptied.

This is the underground entrance and dining hall. The entrance hall is supposed to be trapped.

This is the residential level, with two well rooms. Only one has been finished so far. The lever by the statue shuts off the floodgate on the level below, which supplies water to the wells, but I think I forgot to label it.

This is the workshop level. Two rooms have been built, one for wood storage and the other for furniture storage.

This is the status of the fortress at the end of my reign.

Save: http://dff.d.wimbli.com/file.php?id=7810

Title: **Re: Sparkgear XIII: Its back**
Post by: **The Master** on **July 06, 2013, 11:34:54 am**

Dwarf me as an insane Ex-adviser to the king! Call him Ashtar The Great!

Title: **Re: Sparkgear XIII: Its back**
Post by: **StLeibowitz** on **July 06, 2013, 11:37:39 am**

Dwarf me as Saint, Dark Templar, please.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Argembarger** on **July 06, 2013, 11:49:52 am**

Dwarf me as Argembarger. I have no preferences save it be a dwarf.

Title: **Re: Sparkgear XIII: Its back**
Post by: **griffinpup** on **July 06, 2013, 12:04:36 pm**

I would also prefer to be a dwarf. :o Korgoth Stormbringer please.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 06, 2013, 05:05:55 pm**

Lets keep this on the first page, OK? Because I've set the changeover at midnight Tokyo Time, unless you are in that part of the world, the changeover will almost certainly happen on Sunday.

I think this is the most pink fortress I've ever seen.

Title: **Re: Sparkgear XIII: Its back**
Post by: **laularukyrumo** on **July 06, 2013, 05:26:50 pm**

Good lord. Giant brown recluse spiders? I forget, do they have SuperDeadly Brown Recluse Venom?

I also just realized... I'm not sure exactly how the changeover works, given that we're going off of Tokyo time.

Since most of us (I assume) don't live in Tokyo, it's going to be, let's say, Wednesday, in Tokyo, but it'll still be Tuesday in Not-Tokyo. If 12:01 AM Tokyo Time on Wednesday is equal to 8:01 AM Local Time on Tuesday, and I take my turn on Wednesday, is that Local Time Wednesday, or Tokyo Time Wednesday?

Title: **Re: Sparkgear XIII: Its back**
Post by: **Sabretache** on **July 06, 2013, 06:42:01 pm**

Pink Fortress??? I smell Emperor's Children...

Please if you can, Dwarf me as "Titus Drake" with the glorious profession of "Daemonhunter" (an Ordo Malleus Inquisitor). Try to pick an interesting dwarf and if possible, get him to start working as a Doctor while training his military skills.

Great start to the fortress by the way, I will investigate these 'Brown Recluse Spiders'... I sense Daemon...

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 06, 2013, 07:40:16 pm**

Quote from: Sabretache on July 06, 2013, 06:42:01 pm

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Great start to the fortress by the way, I will investigate these 'Brown Recluse Spiders'... I sense Daemon...

At the moment we have two unclaimed miners, and nobody else. I can dwarf someone from the next wave, or I can dwarf you as a miner. The mining squad will have to double as a military squad, since we have no other weapons. Also, the expedition leader (Caligula) is a miner.

The fortress is pink because the first few layers are made from pink rhyolite, which is pink. Pink rhyolite is from Dig Deeper.

I don't think anyone here uses Tokyo time, unless they live in Japan or in parts of Australia. Previous Sparkgear games made a point of timezones, so I decided to make it a meta-game in itself.

Edit: Dwarfed Titus Drake, Daemonhunter as a miner. Unfortunately, I missed the "interesting dwarf" bit, but he is one of the starting seven.

As to updates, unless there's a damn good reason I will edit already posted stuff to add to the journal. Damn Good Reason involves posts becoming very long and exceeding the character limit (do we have one?), or the fortress entering what is a clearly new era. For example, transitioning between the era of deep exploration into the era of magma floods.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Sabretache** on **July 06, 2013, 07:58:22 pm**

Quote from: CaptainArchmage on July 06, 2013, 07:40:16 pm

At the moment we have two unclaimed miners, and nobody else. I can dwarf someone from the next wave, or I can dwarf you as a miner. The mining squad will have to double as a military

squad, since we have no other weapons. Also, the expedition leader (Caligula) is a miner.

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As to updates, unless there's a damn good reason I will edit already posted stuff to add to the journal. Damn Good Reason involves posts becoming very long and exceeding the character limit (do we have one?), or the fortress entering what is a clearly new era. For example, transitioning between the era of deep exploration into the era of magma floods.

Thanks for dwarfing me, a miner sounds great! He can also double as a dabbling surgeon...
Anyways, I live in Australia so timezone wise its pretty much like Tokyo.
Also, your ideas on the journal seem good. I like the idea of new eras: "The Age of Arrival", "The Age of Fiery Floods", "The Age of &&&&&&"

Title: **Re: Sparkgear XIII: Its back**
Post by: **laularukyrumo** on **July 07, 2013, 01:54:48 am**

Character limit is definitely a thing.

Also I guess I'm just gonna have to log in every day at 8 AM and see if it's my turn or not.

Which I pretty much do already.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 07, 2013, 10:29:03 am**

Griffinpup let me know when you're ready to take over the save. Its a big one so uploading will take time.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 07, 2013, 12:51:13 pm**

Alright, the save is up and I think the logs are done. The artefact just bumped us into goblin siege territory, so the next pkayer, griffinpup, should probably start fortifying fast.

If you didn't get the save link, it is
Save: <http://dff.d.wimbli.com/file.php?id=7810>

Sorry it took a while to get this up.

Title: **Re: Sparkgear XIII: Its back**
Post by: **laularukyrumo** on **July 07, 2013, 02:15:09 pm**

Don't sieges refuse to show up until you have 80 guys AND the required wealth, not one or the other?

I might be talking out my ass though, so yeah, you'd better lock the fort down just in case.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Matoro** on **July 07, 2013, 02:30:40 pm**

Yeah, the sieges require both enough wealth and enough dwarves, IIRC.

Could the next overseer dorf me? I'd like to be a military dwarf (or hunter) from the next (or so on) migration wave.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 07, 2013, 02:32:43 pm**

We can get goblin ambushes. The sieges aren't that much of a problem because its easy to bring dwarves underground and seal off the fortress down there, but ambushes are a different matter because they are invisible.

Title: **Re: Sparkgear XIII: Its back**
Post by: **griffinpup** on **July 07, 2013, 02:34:10 pm**

So... get some fortifications up. Anything else?

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 07, 2013, 02:37:12 pm**

Quote from: griffinpup on July 07, 2013, 02:34:10 pm
So... get some fortifications up. Anything else?

Need workshop rooms for the farming workshops, clothes making workshops, and leather workshops. Preferably leave enough room for minecarts and axels to go through. Many items got shoved in hallway stockpiles since there was not enough space.

Also, traps.

I usually recommend building walls, as they have a floor on top and fortifications do not. You can engrave fortifications into walls anyway.

Title: **Re: Sparkgear XIII: Its back**
Post by: **griffinpup** on **July 07, 2013, 02:41:33 pm**

Well ya. I meant Fortifications as in defenses, not fortifications.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 07, 2013, 03:48:54 pm**

Quote from: Matoro on July 07, 2013, 02:30:40 pm
Yeah, the sieges require both enough wealth and enough dwarves, IIRC.
Could the next overseer dorf me? I'd like to be a military dwarf (or hunter) from the next (or so on) migration wave.

We have a Sheriff who was dwarfed from a hunter or similar dwarf.

Edit: Signed myself up for next Saturday, July 13th. Of course, if people start taking their 24 hours of inebriation, it may get pushed.

Edit2: I've modified the rules to clarify some things. **If the fortress is destroyed or abandoned for a good reason, be sure to upload the save.** The new fortress will be in the same world.

Title: **Re: Sparkgear XIII: Its back**
Post by: **griffinpup** on **July 07, 2013, 07:29:16 pm**

Just a clarification. Do I have the game till Monday night?

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 07, 2013, 07:42:04 pm**

Quote from: griffinpup on July 07, 2013, 07:29:16 pm
Just a clarification. Do I have the game till Monday night?

You have it until midnight Tokyo Time on Tuesday 9th July A.D. 2013. According to the internet, that is GMT + 9 hours, or 3PM GMT on Monday 8th, which is between 4PM and 8PM in Europe, or between 11AM Monday and 7AM Monday in America depending on where you are.

Well screw it. Do you want me to shove the changeover to forum time, or shove it to GMT? What timezone does the forum count time in?

Welcome to fucking Sparkgear: Where real world timezones matter more than you can possibly imagine.

Title: **Re: Sparkgear XIII: Its back**
Post by: **griffinpup** on **July 07, 2013, 07:46:27 pm**

I could handle the forum time zone. All of these time zones do mess with my mind.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 07, 2013, 09:53:23 pm**

Quote from: griffinpup on July 07, 2013, 07:46:27 pm
I could handle the forum time zone. All of these time zones do mess with my mind.

Fine. We'll let you use the forum timezone. Its pretty approximate anyways around here.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Sabretache** on **July 07, 2013, 10:06:51 pm**

"When Sparkgear was first founded there was a lot of discussion as to what Time Zone God would be worshipped. For many days and nights no one knew what time it was and the hopes of the people faded. These were the fortress' darkest days (someone said it was just an eclipse but that sounds like witchcraft). But, from the anarchy a hero arose. His name was 'Forum Time' and by using his Space Wizard powers he created unity and system for measuring time. And that dear children of Sparkgear is how time was invented.
Ok, story times over. Go get uncle Titus some spiders now...there are tests to be done..."

Title: **Re: Sparkgear XIII: Its back**
Post by: **laularukyrumo** on **July 08, 2013, 01:26:49 am**

If we're switching our Time Zone God worship to the Forum Time, we should update OP to make note of that, cause it still says "midnight, tokyo time, bitches"

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 08, 2013, 08:51:09 am**

Quote from: laularukyrumo on July 08, 2013, 01:26:49 am
If we're switching our Time Zone God worship to the Forum Time, we should update OP to make note of that, cause it still says "midnight, tokyo time, bitches"

I checked.

Quote from: CaptainArchmage on July 05, 2013, 05:25:28 pm
I'm making turn changeover at midnight, Tokyo time.

Quote from: CaptainArchmage on July 05, 2013, 05:25:28 pm
changeover at midnight, Tokyo time.

Quote from: CaptainArchmage on July 05, 2013, 05:25:28 pm
midnight, Tokyo time.

What art these "bitches" thou speakest of?

Hope the above doesn't get me banned.

Quote from: Sabretache on July 07, 2013, 10:06:51 pm
"When Sparkgear was first founded there was a lot of discussion as to what Time Zone God would be worshipped. For many days and nights no one knew what time it was and the hopes of the people faded. These were the fortress' darkest days (someone said it was just an eclipse but that sounds like witchcraft). But, from the anarchy a hero arose. His name was 'Forum Time' and by using his Space Wizard powers he created unity and system for measuring time. And that dear children of Sparkgear is how time was invented.
Ok, story times over. Go get uncle Titus some spiders now...there are tests to be done..."

Someone's going on the front page.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ieb** on **July 08, 2013, 11:01:56 am**

Aw hell yes. Dibs on Sunday 14th! Don't know if I'll play the entire day due to Monday being a workday, but I can play a whole lot regardless.

Title: **Re: Sparkgear XIII: Its back**
Post by: **nahkh** on **July 08, 2013, 11:20:13 am**

There's a mistake on the poll. There should be an option for "HELL YES", and it should have the only vote that matters.

I approve this message.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Mouseshy** on **July 08, 2013, 03:51:39 pm**

I'll take the July 15th slot.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 08, 2013, 04:56:58 pm**

We don't have any special challenges outstanding, so I will put one up.

Sparkgear XIII: The Silent Youtube Video

Objective: Make a silent video of important and unimportant events in the fortress during your turn. You can but do not need to make it black and white, sepia, and include special effects relevant to the era. You should include intertitles and inappropriate music. Tantrum spiral? Overture to the Barber of Seville. Dragon attack? Moonlight Sonata. The music should be out of copyright, and if possible the recording should be showing signs of age. Feel free to compose your own music. You are encouraged to claim your 24 bonus hours of drunkenness or inebriation, but if you do so please leave a note during the recording when this starts.

If you are going to attempt this challenge, please let us know. You do not have to post the video right when your turn finishes. Putting together and editing a video requires some time and maybe some sobriety.

Required: Ability to record dwarf fortress onto a video. Ability to make, edit, and post a youtube video.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Sabretache** on **July 08, 2013, 05:10:48 pm**

Well things can only go up from here since Sparkgear successfully created the Space Time Continuum. Eagerly awaiting future heres-...*ahem*... I mean journal entries...

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 08, 2013, 06:07:38 pm**

Quote from: Sabretache on July 08, 2013, 05:10:48 pm
Well things can only go up from here since Sparkgear successfully created the Space Time Continuum. Eagerly awaiting future heres-...*ahem*... I mean journal entries...

I can disclose I am already looking for good embark sites for Sparkgear XIV. We're going to need them when the fortress falls.... unless the next release of Dwarf Fortress comes out and version compatibility is broken.

Title: **Re: Sparkgear XIII: Its back**
Post by: **griffinpup** on **July 08, 2013, 07:00:40 pm**

Well... I'm not usually one to report events in a game, but this is an exceptional circumstance. I made a squad containing eight archers, and a squad containing 2 melee class dwarves. Everything was going well, and then a goblin ambush struck. Thinking that six goblins were no match for my glorious army, I commanded them to charge. About after the fourth person in my military fell without killing a single goblin, I realized that I forgot to assign them weapons, armor... Anything really. Aghast that I just sent ten dwarves to their deaths, I sat back and watched. They killed four of the goblins when *gasp* another ambushing party!!! After that the dwarves were just slaughtered. Currently I have the rest of the dwarven population hiding behind the wall and moat I made for them.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 08, 2013, 07:08:07 pm**

Quote from: griffinpup on July 08, 2013, 07:00:40 pm
Well... I'm not usually one to report events in a game, but this is an exceptional circumstance. I made a squad containing eight archers, and a squad containing 2 melee class dwarves. Everything was going well, and then a goblin ambush struck. Thinking that six goblins were no match for my glorious army, I commanded them to charge. About after the fourth person in my military fell without killing a single goblin, I realized that I forgot to assign them weapons, armor... Anything really. Aghast that I just sent ten dwarves to their deaths, I sat back and watched. They killed four of the goblins when *gasp* another ambushing party!!! After that the dwarves were just slaughtered. Currently I have the rest of the dwarven population hiding behind the wall and moat I made for them.

As I was saying..... how many dwarves dead? What about named dwarves?

Title: **Re: Sparkgear XIII: Its back**
Post by: **griffinpup** on **July 08, 2013, 07:15:28 pm**

Ten dead from the army, and Female Caligula SquashorbExiled Ex-Usurper King decided to run away from the burrow into the thick of the goblins, (all on her own, of course. I had NOTHING to do with it ;))so the Ex-Usurper King is officially dead.

Edit:
Also, I forgot to mention that a huge wave of migrants showed up right when the goblins did as well as a human caravan.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Sabretache** on **July 08, 2013, 07:21:29 pm**

Titus Drake cannot die! He was likely researching spiders or something when this all happened.

Title: **Re: Sparkgear XIII: Its back**
Post by: **griffinpup** on **July 08, 2013, 07:28:07 pm**

Quote from: Sabretache on July 08, 2013, 07:21:29 pm
Titus Drake cannot die! He was likely researching spiders or something when this all happened.
More like hiding in the storage rooms, actually...

Title: **Re: Sparkgear XIII: Its back**
Post by: **griffinpup** on **July 08, 2013, 09:09:29 pm**

There's a pretty nasty tantrum spiral coming out of this, too...
I might make a hammerer to deal out justice.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 08, 2013, 09:26:59 pm**

Quote from: griffinpup on July 08, 2013, 09:09:29 pm
There's a pretty nasty tantrum spiral coming out of this, too...
I might make a hammerer to deal out justice.

If the fort goes into an unrecoverable state this early (i.e. fails), we should:

- 1) revert to the previous save.
- 2) reclaim.
- 3) start a new fort.

I think its too early for 2) or 3).

Also does the dwarven justice system even work now with tantrum spirals?

Title: **Re: Sparkgear XIII: Its back**
Post by: **griffinpup** on **July 08, 2013, 09:27:54 pm**

I definitely wouldn't call it unrecoverable yet...

Title: **Re: Sparkgear XIII: Its back**
Post by: **Sabretache** on **July 08, 2013, 11:07:47 pm**

Make Titus Drake the hammerer, for a bit he will be part of the Ordo Hereticus (Killing the threat within). Also he isn't hiding in the storage room...he decided that due to the circumstances he should take summary of the supplies...

Title: **Re: Sparkgear XIII: Its back**
Post by: **Japa** on **July 09, 2013, 12:23:30 am**

Give me a day. Any day.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 09, 2013, 08:59:32 am**

I think we're in Argembarger's turn now? It is now Tuesday 9th July 2013, forum time. griffinpup, are you taking your 24-hour inebriation extension, or have you finished?

Title: **Re: Sparkgear XIII: Its back**
Post by: **Argembarger** on **July 09, 2013, 09:34:01 am**

wheresthesavewheresthesavewheresthesavewheresthesave

Actually I kinda hope he is going 24-hour inebriation because that'll just get me over to that sweet, sweet Wednesday

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 09, 2013, 10:12:51 am**

Quote from: Argembarger on July 09, 2013, 09:34:01 am
wheresthesavewheresthesavewheresthesavewheresthesave
Actually I kinda hope he is going 24-hour inebriation because that'll just get me over to that sweet, sweet Wednesday

Here's a new plan: Start on my save. Check the forum hourly. If the save is posted and playable, switch over.

Otherwise, pull everyone underground and start working on defences. Also, remember that the militia commander and expedition leader on that save is currently a miner and the militia commander should be switched over, since that doesn't work (the uniforms get messed up).

Title: **Re: Sparkgear XIII: Its back**
Post by: **Argembarger** on **July 09, 2013, 11:30:23 am**

Sure thing.

Gotta run to work now, will work hard on fortress after.

Title: **Re: Sparkgear XIII: Its back**
Post by: **griffinpup** on **July 09, 2013, 01:20:04 pm**

http://dffd.wimbli.com/file.php?id=7814

It's up!!! Good Luck. Your fortress is pretty well defended with traps, and there's a drawbridge you can raise to defend from sieges. You pretty much just have to deal with a few tantrums. I didn't ever get time to make a hammerer though, unfortunately.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 09, 2013, 01:24:10 pm**

Quote from: griffinpup on July 09, 2013, 01:20:04 pm
http://dffd.wimbli.com/file.php?id=7814
It's up!!! Good Luck. Your fortress is pretty well defended with traps, and there's a drawbridge you can raise to defend from sieges. You pretty much just have to deal with a few tantrums. I didn't ever get time to make a hammerer though, unfortunately.

Wait wait wait wait.... did you actually get drunk during this? 8)

Title: **Re: Sparkgear XIII: Its back**
Post by: **griffinpup** on **July 09, 2013, 01:51:26 pm**

Quote from: CaptainArchmage on July 09, 2013, 01:24:10 pm
Quote from: griffinpup on July 09, 2013, 01:20:04 pm
http://dffd.wimbli.com/file.php?id=7814
It's up!!! Good Luck. Your fortress is pretty well defended with traps, and there's a drawbridge you can raise to defend from sieges. You pretty much just have to deal with a few tantrums. I didn't ever get time to make a hammerer though, unfortunately.
Wait wait wait wait.... did you actually get drunk during this? 8)

Unfortunately, I don't drink, so I did the next best thing. Don't sleep for three days then play Dwarf Fortress while watching Stargate Atlantis and surfing the web. It turned out great, as you could tell.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 09, 2013, 01:55:26 pm**

Quote from: griffinpup on July 09, 2013, 01:51:26 pm
Quote from: CaptainArchmage on July 09, 2013, 01:24:10 pm
Quote from: griffinpup on July 09, 2013, 01:20:04 pm
http://dffd.wimbli.com/file.php?id=7814
It's up!!! Good Luck. Your fortress is pretty well defended with traps, and there's a drawbridge you can raise to defend from sieges. You pretty much just have to deal with a few tantrums. I didn't ever get time to make a hammerer though, unfortunately.
Wait wait wait wait.... did you actually get drunk during this? 8)
Unfortunately, I don't drink, so I did the next best thing. Don't sleep for three days then play Dwarf Fortress while watching Stargate Atlantis and surfing the web. It turned out great, as you could tell.

Lack of sleep is a form of induced temporary mental impairment. Let me check the definitions.

Edit: Fixed the front page.

Edit2: Looked at the save. Some reversion happened, right? I don't see any dead dwarves though. The two most important dwarves (Caligula and Ashtar) are attending a party instead of being productive.....

The fortress is well fortified though, unless something happens to punch through the moat into the farm room during a cavein.

Quote from: Japa on July 09, 2013, 12:23:30 am
Give me a day. Any day.

Signed you up.

Title: **Re: Sparkgear XIII: Its back**
Post by: **griffinpup** on **July 09, 2013, 02:24:16 pm**

Apparently. Perhaps I forgot to save in my hallucinogenic state. That actually worked quite perfectly. If I remember correctly, this is before the ambushes by about 10 minutes. But one requirement. Still fill up the moat with water. When the save reverted, I lost that progress.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 09, 2013, 03:09:43 pm**

Quote from: griffinpup on July 09, 2013, 02:24:16 pm

Apparently. Perhaps I forgot to save in my hallucinogenic state. That actually worked quite perfectly. If I remember correctly, this is before the ambushes by about 10 minutes. But one requirement. Still fill up the moat with water. When the save reverted, I lost that progress.

Or you can just wall off the place. I think that is a better idea. It is certainly faster.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Argembarger** on **July 09, 2013, 04:55:21 pm**

Switching to griffinpup's save. No harm done.

I have 7 hours to get this done, yes?

Game on.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 09, 2013, 05:03:54 pm**

Quote from: Argembarger on July 09, 2013, 04:55:21 pm

Switching to griffinpup's save. No harm done.

I have 7 hours to get this done, yes?

Game on.

Don't forget to seal off... unless you want to try out some !!XXFUNXX!!

Title: **Re: Sparkgear XIII: Its back**
Post by: **laularukyrumo** on **July 09, 2013, 11:44:17 pm**

So. Did extension happen, pushing my turn to Thursday, or not?

Because ironically, Wednesday is slightly worse than other days for me, something I remembered a few days after it was already decided. It was also mitigated by the fact that we were using Tokyo time instead of Forum time, as "Wednesday" would start on Tuesday, 8:00 AM, and last until Wednesday, 8:00 AM. Considering my obligations start around 3:00 PM, that would've been excellent... but as it is, it looks like I might have to deal with the problem of having my DF time cut off.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 10, 2013, 06:33:57 am**

Quote from: laularukyrumo on July 09, 2013, 11:44:17 pm

So. Did extension happen, pushing my turn to Thursday, or not?

Because ironically, Wednesday is slightly worse than other days for me, something I remembered a few days after it was already decided. It was also mitigated by the fact that we were using Tokyo time instead of Forum time, as "Wednesday" would start on Tuesday, 8:00 AM, and last until Wednesday, 8:00 AM. Considering my obligations start around 3:00 PM, that would've been excellent... but as it is, it looks like I might have to deal with the problem of having my DF time cut off.

Would Thursday work better for you?

Edit: Matoro, did you just want a dwarf or did you want a turn as well? Sorry I may have gotten con fu sed thar .

Title: **Re: Sparkgear XIII: Its back**
Post by: **Argembarger** on **July 10, 2013, 08:49:30 am**

I passed out before I could upload.

Accomplishments:

- Goblinite
- Got our military killed
- Cloned myself
- Furnished my clone mayor's room
- Fuck all those levers man

Have fun.
<http://dff.d.wimbli.com/file.php?id=7817>

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 10, 2013, 09:13:35 am**

Quote from: Argembarger on July 10, 2013, 08:49:30 am

I passed out before I could upload.

Accomplishments:

- Goblinite
- Got our military killed
- Cloned myself
- Furnished my clone mayor's room
- Fuck all those levers man

Have fun.
<http://dff.d.wimbli.com/file.php?id=7817>

Wait, nobody said you had to get drunk during the game. You only need to get drunk during the 24 hour extension if you call it.

Is my dwarf still alive?

Title: **Re: Sparkgear XIII: Its back**
Post by: **Argembarger** on **July 10, 2013, 09:22:04 am**

The only named dwarfs to die were my original dwarf and the insane royal ex-advisor, so there is a high probability

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 10, 2013, 09:27:18 am**

Quote from: Argembarger on July 10, 2013, 09:22:04 am
The only named dwarfs to die were my original dwarf and the insane royal ex-advisor, so there is a high probability

The insane royal ex-advisor died? We're now going to have an insane undead royal ex-advisor next.

I checked the save. None of the miners, including Caligula, work well in the military as the mining uniform conflicts with the military uniform. The same applies to hunters and woodcutters.

Amazingly, the animals outside survived... except for the alpaca which starved to death in the dining room. Whoa man, that sounded strange.

This is a vote of confidence. All crafts dwarfship is of the highest quality. It menaces with spikes of fail. On the vote is an image of a dwarven fortress and players. The fortress is on fire. The players are laughing.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Matoro** on **July 10, 2013, 11:04:10 am**

Skip my turn, I can't play it. Internet connection problems.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 10, 2013, 11:20:17 am**

Quote from: Matoro on July 10, 2013, 11:04:10 am
Skip my turn, I can't play it. Internet connection problems.

OK, do you want me to push you back?

Laularukyrumo, I can push you back to Thursday since Matoro is skipped, if that helps.

Title: **Re: Sparkgear XIII: Its back**
Post by: **laularukyrumo** on **July 10, 2013, 01:53:57 pm**

Sounds good to me. Sigh of relief: breathed.

YOU ARE SPARED MY WRATH FOR TWELVE MORE HOURS. AFTER THAT, THE REAPING SHALL BEGIN!

Title: **Re: Sparkgear XIII: Its back**
Post by: **Sabretache** on **July 10, 2013, 05:10:01 pm**

Titus Drake can handle a few reapers...

Title: **Re: Sparkgear XIII: Its back**
Post by: **werty892** on **July 10, 2013, 06:43:31 pm**

Drop me for friday.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Matoro** on **July 11, 2013, 10:43:55 am**

Okay, everything is fine now. Can I get the next free turn (20th, right?)?

Title: **Re: Sparkgear XIII: Its back**
Post by: **laularukyrumo** on **July 11, 2013, 12:06:10 pm**

TIME'S UP, MOSTER FUCKERS!

Got my hands on Argem's save, and all I have to say is...

SURF'S UP, BABY! I'M MAKING GRAVY WITHOUT THE LUMPS!

AAAAAAAAAAAAAH HAHAHAHAHAHAAAA!!!

Edit: Holy shit guys. And I thought it was gonna be MY job to fuck shit up.

I just finally got the save extracted. More than an hour after downloading. I had to go into task manager and kill/restart explorer.exe to get the save in the folder. This. This does not bode well.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 11, 2013, 02:49:58 pm**

Does that mean you're unable to load the save?

Title: **Re: Sparkgear XIII: Its back**
Post by: **laularukyrumo** on **July 11, 2013, 03:06:10 pm**

No, it means I loaded it. I just had to do far more work than I was expecting.

Reminds me of the time in Horrorfailed, when someone fucked up editing the raws during transition between graphics packs, and it would cause the game to crash EXTREMELY VIOLENTLY on Linux systems, but not on Windows.

Speaking of which, are we in ascii or not right now?

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 11, 2013, 03:10:53 pm**

Quote from: laularukyrumo on July 11, 2013, 03:06:10 pm

No, it means I loaded it. I just had to do far more work than I was expecting.

Reminds me of the time in Horrorfailed, when someone fucked up editing the raws during transition between graphics packs, and it would cause the game to crash EXTREMELY VIOLENTLY on Linux systems, but not on Windows.

Speaking of which, are we in ascii or not right now?

It is required to be in ASCII for upload, as on the front page. If you use graphics, you must restore the original ones when uploading the save. I checked that the download worked, and yes, it is in ASCII.

You may want to take all miners out of the military by the way. I think we also need to reclone Ashtar, right? Ashtar II, Undead Insane Ex-Royal Adviser. ***BWAHAHAHAHAHAHAHAHA***

Other than that, Happy Fucking Things Up!

Title: **Re: Sparkgear XIII: Its back**
Post by: **laularukyrumo** on **July 11, 2013, 03:24:44 pm**

AN OBJECT AT REST, CANNOT BE STOPPED!!!

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 11, 2013, 08:41:05 pm**

Quote from: laularukyrumo on July 11, 2013, 03:24:44 pm

AN OBJECT AT REST, CANNOT BE STOPPED!!!

So, I'm guessing we have a lot of progress then?

Title: **Re: Sparkgear XIII: Its back**
Post by: **laularukyrumo** on **July 12, 2013, 12:20:31 am**

Well, I didn't expect to get taken away from my computer for several hours due to being conscripted for physical labor.

Save's ~~uploading right now~~ RIGHT FUCKING HERE, CLICK THIS GODDAMN LINK (<http://dff.d.wimbli.com/file.php?id=7822>), and here are my unedited player logs. I was intending to do the writeup in-character as The Evil Midnight Bomber What Bombs At Midnight (Source of both big-font quotes), but that fell through for Reasons.

GAMEPLAY NOTES:

First order of business: rename all children so that it is blatantly obvious that they are children. Cull most of them in secret, because kids are stupid. Save the oldest for tasks requiring expendable workers or bait.

Holy crap, this fort. Nowhere near enough workshops to do things. Did very minor labor restructuring, forbid everything on the surface and called everyone to get the fuck inside, removed miners from military for now--will reassign them PROPERLY at a later date, but until then, need them for mining. Need to lock fortress down.

THE FUCK. Some kid started a party. Putting the kibosh on that.

Spent a good amount of time dealing with ALL THE ROTTING THINGS. Butchered a couple corpses and skeletons, but most of the ones laying around are too small to butcher, so they were moved to the new garbage dump to rot without offending anybody. Which reminds me, I should engrave some slabs, and/or bury some dwarves in coffins.

Ordering a hospital started.

Digging out a burial chamber.

Saint got possessed. Made a nice floodgate, but, no EXP. :(At least it'll make good FB bait. Because you KNOW those are going to be coming.

This is a pink rhyolite floodgate. All crafts
dwarfship is of the highest
quality. It is encrusted with rectangular pink rhyolite cabochons and encircled
with bands of pig tail fiber. This object menaces with spikes of native gold and
prase.
On the item is an image of The Nuanced Em Spotpelt the oaken-bound book in
tetrahedrite.
On the item is an image of copper bridges in alpaca bone.

Just realized we have a starving soldier in a cage. WTF? I'm gonna be fixing that. Hope that lever in the dining room isn't important, cause it didn't say what it was linked to so I deconstructed it.

Got a message that "Female Caligula" was throwing a tantrum. I couldn't find her.... Eventually I found her, in the dead/missing list. Her upper body is gone. No combat log. Stocks screen zooms in on her still-owned clothing, but no body was found. The Usurper is apparently dead.

FUCK. Water pressure. I forgot about that. Was digging out the hospital... prepping the well, dug the fortification to let water in... aaaaaand I flooded the hospital. Almost flooded the whole fort, but I got a wall up in time by CONSCRIPTING FUCKING EVERYBODY as a mason. Titus is now a dabbling swimmer. I thought he was a goner, too, but no casualties. This time.

Found Female Caligula's corpse. She was in one of the cages. God dammit.

Any dwarf that aged up to adulthood during my reign or can reasonably be assumed to have grown up inside the fortress have been given names of the form "Tiny _____", where _____ is a given name beginning with "t". Because alliteration, and because knowing who to sacrifice if sacrifces need to happen is generally wise. I'm mad, though... half the dwarves in this fort are kids. We're up to 42 out of 97 now.

I butchered SO MANY damn animals and I don't know why, but the dwarves don't want to haul the food up to the food stockpile, so stuff rots like crazy around here. I deconstructed the butcher's shop and rebuilt, in case there were stockpile links fucking with it. I'll do the same with the food stockpile. I really hope I don't have to Minecart Stockpile this fortress.... ugh.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Sabretache** on **July 12, 2013, 01:01:31 am**

Nothing can kill Titus. A Tsunami hits him and he just starts to 'dabble' in swimming for fun.
Nice Write up, sounds like the kids are giving you problems...maybe build another hospital if you get what I mean...

Title: **Re: Sparkgear XIII: Its back**
Post by: **laularukyrumo** on **July 12, 2013, 03:17:18 am**

I didn't even get to build the hospital. I was split between managing rotting stuff, trying to figure out WHY THE FUCK dwarves won't put food in the food pile, installing beds in the new dormitory, and digging out and defining the hospital, and when the flood happened, I was able to get the walls up, but then I just sorta forgot about the hospital, and then, DF had to take a backseat.

The good news is that the injured guy in the stairwell who was the whole reason for the hospital, actually DID get rescued. Or dead. I don't know which. But he's not there anymore.

Caligula may or may not still be in the cage, I don't remember.

Title: **Re: Sparkgear XIII: Its back**

Post by: **Sabretache** on **July 12, 2013, 04:22:04 am**

Rescued??? Dead??? Whats the difference these days?

Title: **Re: Sparkgear XIII: Its back**

Post by: **Matoro** on **July 12, 2013, 05:09:38 am**

Quote from: Sabretache on July 12, 2013, 04:22:04 am

Rescued??? Dead??? Whats the difference these days?

The rescued ones are still able to fuck everything up, while dead can only scare your dwarves. Know the difference!

Title: **Re: Sparkgear XIII: Its back**

Post by: **CaptainArchmage** on **July 12, 2013, 06:58:22 am**

You can just remove dwarves by building a cage and unselecting the dwarf from it. To get the bodies out of the cages, designate a reclaim over the cage. Also redwarf me as Undead Female Caligula, Risen Exiled Ex-Usurper King.

Quote from: Matoro on July 12, 2013, 05:09:38 am

Quote from: Sabretache on July 12, 2013, 04:22:04 am

Rescued??? Dead??? Whats the difference these days?

The rescued ones are still able to fuck everything up, while dead can only scare your dwarves. Know the difference!

The dead can also rip limbs off your dwarves or scare them to death. The good scenario though is when they were active fisherdwarves activated, because then they keep on fishing for you in the afterlife. You just need to bury or memorialise them to get the fish back. This has very high abuse potential.

Title: **Re: Sparkgear XIII: Its back**

Post by: **laularukyrumo** on **July 12, 2013, 01:51:11 pm**

Quote from: CaptainArchmage on July 12, 2013, 06:58:22 am

You can just remove dwarves by building a cage and unselecting the dwarf from it. To get the bodies out of the cages, designate a reclaim over the cage.

The problem with this is that it requires knowing that the dwarves were in the cages in the first place. I didn't find that out until it was too late. :P

Title: **Re: Sparkgear XIII: Its back**

Post by: **CaptainArchmage** on **July 12, 2013, 04:14:21 pm**

So any sign of The Master? He's up now.

Title: **Re: Sparkgear XIII: Its back**

Post by: **CaptainArchmage** on **July 13, 2013, 10:03:48 am**

Very well I'm taking up my turn then. This went to second page? Seriously?

Goddamnit gateway timeout. Now I've lost what I wanted to post.

Journal of Caligula, Undead Exiled Ex-Usurper King

13th Timber 102

I am back, motherfuckers. Some asshole decided to let me dehydrate in a cage, but I have returned. Sparkgear, meet your new master! Its time to get this fortress in order. There's a dwarven caravan arriving and the Outpost Liason has appeared too.

I found some "DUMB KID" with a big number next to his name was living in my room. I naturally kicked him out. "DUMB KID" is not a noble house you ignorant hillbillies! No sirree!

Ashtar the Great is back. His spirit landed in a Clerk. He now calls himself Ashtar the Greater, and he will be keeping our fortress records for us.

I took a quick look around the fortress, and I do not like what I'm seeing.

This. Some idiot decided to carve out a well in a workshop. LRN2PHYSICS, ASSHOLE. The water pressure has apparently flooded the place. We had two well rooms already though, except now someone

decided to carve out a spider's dick right next to the stairwell.

16th Timber, 102

Note from Captain Archmage: All errors are intentional.

The food stockpile was set to take from somewhere else. I've fixed that now.

Orcish thieves arrive at our fortress! They are beaten down by the caravan guards in a timely manner! No casualties! Carp ediam etave Caligulae!!!!!!!!!!!!

In the trade depot, the animals engage another Orcish thief!

Another orc is dead! Let the trading commence!

1st Granite, 103

A new year dawns upon us! I found out why the previous overseer had so much trouble with food. ***Orders to ignore food were set. I have corrected this gods-damned oversight.*** We also traded with our traders, though we were unable to obtain as much as I hoped. Food seems to be in chronic shortage, we are able to produce just enough to feed ourselves but not enough to do more.

I have ordered the area around the fort to be walled off, to keep out any further ambushes. Make the blocks faster! Why do you even bother with coffers?

20th Slate, 103

The wall is done! I had to order the dwarves to use raw stone since the blocks weren't coming in fast enough. We're completely walled off.

To get food production back in order, I'm going to have some potash made.

28th Slate, 103

Dear Diary,

MORE DAMN MIGRANTS! MORE DAMN MIGRANTS! WE'RE UP TO FUCKING 148 DWARVES NOW! THIS PLACE IS A MESS! WE HAVEN'T DUG ANYTHING OUT SINCE I TOOK OVER! GODS DAMN THIS! I NEED TO BUILD MORE FUCKING TOMBS. AND DIG OUT MORE GROUND. AND FIX UP AN ENTRANCE. RIGHT NOW.

20th Felsite, 103

Dear Diary,

The food crisis is over. I have traded the entire stockpile of socks for the food on the Elven caravan. I could not get the gate build quickly, so I just walled off the place after the elven caravan got in.

15th Hematite, 103

Dear Diary,

I am once again feeling like my old self. We have booze production underway, and the elven caravan is packing up. I'll need to get them out through the walled-off area, but I think the will be packing up the items we traded for a good while now. I traded all the socks, mittens, gloves, and two pairs of trousers for the entire supply of wood and food, and some of the cloth.

While the caravan was around, one of the clothiers went into a fey mood and made a tunic.

The tunic is extremely valuable.

The Secret of Hell...

Secret of Hell...

THE SECRET OF HELL, I MUST LEARN OF IT

BWHAHAHAHAHAHAHA
HHAHAHAHAHAHAHAHAHAHAHA

AAAAAHHHAHHA AAAAHHHAHHAHHAHHAH
AHHAHHAHHAHHAHHAHHAHHAHHA

Whoa man, what did I write up there?

Diary, I feel like I must do something.

Note by CaptainArchmage: This log is long enough so I'm continuing it below in another post.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 13, 2013, 12:19:16 pm**

Alright, since The Master and Matoro were unable to play their turns, I have put down Matoro for Wednesday 17th and The Master for Thursday 18th, pushing Japa back to Friday 19th, by a full day. Good thing I put in that buffer there.

I'll do what I can to salvage the clusterfuck of a fortress we have. I'm going to get rid of those fortifications and move them a level up. I'm going to report on the Orc Thief incidents we're also having.

I can flush the flooded workshop room, since until the caverns are breached we won't have any grass growing there. That's no problem. But seriously guys, this place looks like someone stuck together pieces of many fortresses.

Title: **Re: Sparkgear XIII: Its back**
Post by: **laularukyrumo** on **July 13, 2013, 01:44:29 pm**

Quote from: CaptainArchmage on July 13, 2013, 10:03:48 am

This. Some idiot decided to carve out a well in a workshop. LRN2PHYSICS, ASSHOLE. The water pressure has apparently flooded the place. We had two well rooms already though, except now someone decided to carve out a spider's dick right next to the stairwell.

I see you found the hospital. 8)

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 13, 2013, 02:04:49 pm**

Quote from: laularukyrumo on July 13, 2013, 01:44:29 pm

Quote from: CaptainArchmage on July 13, 2013, 10:03:48 am

This. Some idiot decided to carve out a well in a workshop. LRN2PHYSICS, ASSHOLE. The water pressure has apparently flooded the place. We had two well rooms already though, except now someone decided to carve out a spider's dick right next to the stairwell.

I see you found the hospital. 8)

Was the hospital supposed to be in the Flooded Workshop or in the Spider's Dick? The Flooded Workshop looks otherwise well planned, but the Spider's Dick has the junkpile, so I'm really not sure.

In other news, dwarves were under orders not to haul food, which is why they didn't move it. I've fixed that now.

Trading has finished. We got some lye from the traders, so we should be getting some soap now.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 13, 2013, 09:54:08 pm**

Alright world, I'm making a backup at this point. I reserve the right to revert to this backup if, on my computer, the save becomes unplayable. This is going to be a kind of player-oriented strange mood. Expect some crazy shit to happen. **Mwhahaha. Mwhahahahahahahahahahaha.**

The Journal of Caligula Undead Exiled Ex-Usurper King

~~Date goes here~~
1st Malachite 103

Dear Diary,

I've decided to compose you something, in honour of me, in honour of the Fortress of Sparkgear, in honour of our citizenry, and the great work we are doing at this place. Because this is so important, I have chosen to write the work in my own blood.

***Down, citizen,
Down beneath the Earth,
The gate to salvation lies down beneath the Earth,
Citizen, dig,
My minions, dig***

HAHAHAHAHA

Note by CaptainArchmage: the writing ends with a few stains of blood, from deep within the lungs. It appears that the individual writing needs a better set of lungs to cope with what is going on.

CaptainArchmage: Yes, that is Caligula and Titus Drake engraving the gate to the HFS. It has only been engraved. There are demons a long way down, and this is so far up we don't have a clear view of what's down there yet. They won't be able to get through into the fortress unless you dig it open, but some of the creatures have webs. You could probably farm the webs for a source of silk.

Let me get the save uploaded
~~SAVE UPLOADING: PLEASE STAND BY~~

SAVE UPLOADED: <http://dff.d.wimbli.com/file.php?id=7829>

Title: **Re: Sparkgear XIII: Its back**
Post by: **Sabretache** on **July 13, 2013, 11:02:14 pm**

Titus Drake no longer wants to live in this fortress...

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 13, 2013, 11:27:20 pm**

Quote from: Sabretache on July 13, 2013, 11:02:14 pm
Titus Drake no longer wants to live in this fortress...

By the end of my turn, you'll need a new heresy meter. This won't be covered under warranty.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 14, 2013, 12:19:01 am**

Alright, save uploaded! You can find it at <http://dffd.wimbli.com/file.php?id=7829>

Its Ieb's turn now, and I've sent a message. Please confirm you're ready to play this.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ieb** on **July 14, 2013, 12:35:41 am**

I've never been so ready in my life. The only thing I am more prepared for than this fortress, is my own funeral! Because this fortress is going to kill me. HA!

Title: **Re: Sparkgear XIII: Its back**
Post by: **Sabretache** on **July 14, 2013, 12:50:55 am**

Well, at least Titus Drake was the person who 'opened' the gate, a lesser Servant of the Emperor would have gone mad from the gaze of the Warp (Hell).

Btw, Titus already had to upgrade his Heresy-Detector because the **background heresy** was off the scales...

Also, Caligula seems a bit more... Daemonic, shall we say, then usual; *Note to Self: Caligula would be a great Daemonhost if worst comes to worst.*

EDIT: Notice to fortress overseer, I am an inquisitor on a vital mission in the Emperor's service and wish to requisition: a suit of Errant-Pattern Power Armour, a Power Sword and a Combat Shield. If you refuse my demands I will have no other choice but to warp off world and order Exterminatus of this planet. Daemonic things are at work here on this world and I must Sanctify this **heresy**. [(Essentially I would very much like a full set of Adamantine armour, I have been the person risking my life mining the stuff :P)

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ieb** on **July 14, 2013, 12:52:43 am**

If I had to guess by the screenshots previously provided, after a turn or two, there will be nothing but Daemonhosts in the civ.

Title: Re: Sparkgear XIII: Its back
Post by: Sabretache on July 14, 2013, 01:00:33 am

Quote from: [Ieb](#) on July 14, 2013, 12:52:43 am

If I had to guess by the screenshots previously provided, after a turn or two, there will be nothing but Daemonhosts in the civ.

The problem is that those Daemons are unbound, far too dangerous and warped to defeat. I just need someone *evil* enough to bind them to, giving them a physical presence which can be destroyed.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ieb** on **July 14, 2013, 01:05:16 am**

This is a dorf fortress. The inhabitants might as well be called evil, given the shenanigans they can get down to whenever they damn well please, we should have plenty of evil to go around.

Fort DL'ed, will start to play within, oh, 30 mins or so?

EDIT: Adamantine armor, got it. Does your Excellency wish for only the most talented of armorcraftsmen and weaponsmiths to produce your outfit, or will our "best" do? Note: I have no idea if we have most talented smiths, or even anyone to refer to as "our best smith".

Title: **Re: Sparkgear XIII: Its back**
Post by: **Sabretache** on **July 14, 2013, 01:08:02 am**

Ready your mind for the horrors brother, *"An open mind is like a fortress with its gates unbarred and unguarded"*.

Title: **Re: Sparkgear XIII: Its back**
Post by: **laularukyrumo** on **July 14, 2013, 01:09:11 am**

Quote from: CaptainArchmage on July 13, 2013, 02:04:49 pm

Quote from: laularukyrumo on July 13, 2013, 01:44:29 pm

Quote from: CaptainArchmage on July 13, 2013, 10:03:48 am

This. Some idiot decided to carve out a well in a workshop. LRN2PHYSICS, ASSHOLE. The water pressure has apparently flooded the place. We had two well rooms already though, except now someone decided to carve out a spider's dick right next to the stairwell.

I see you found the hospital. 8)

Was the hospital supposed to be in the Flooded Workshop or in the Spider's Dick? The Flooded Workshop looks otherwise well planned, but the Spider's Dick has the junkpile, so I'm really not sure.

The hospital was supposed to be in the Flooded Workshop. That was intended to be a hospital-zone well. I forgot about diagonals and water pressure, and, well... that happened. The Spider's Dick (lol) was the junk pile on purpose--I dug it that way so that miasma wouldn't spread, cause it doesn't spread through diagonals. Convenient how I remembered that when it came to garbage but not water. Huh.

EDIT: Oh balls you opened hell. May I suggest draining the Flooded Hospital into Hell? We should probably consider Checkerboarding these fuckers at some point just for FPS if nothing else.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ieb** on **July 14, 2013, 02:25:23 am**

The good news are: Hell isn't actually eating our FPS, since it was opened up a "safe" way. Well, relatively safe. I'm making it safer just in case.

The bad news are: There are no bad news, everything is shockingly okay right now. Except the part that this fort is a mess, and nothing makes sense in how it's located. I'm going to have to change that, of course.

EDIT: Since this has mods and so on, is there any super awesome metal present in the site we could be using for our military? The one I will be making at some point, that is.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Sabretache** on **July 14, 2013, 05:23:44 am**

Quote from: Ieb on July 14, 2013, 01:05:16 am

EDIT: Adamantine armor, got it. Does your Excellency wish for only the most talented of armorcraftsmen and weaponsmiths to produce your outfit, or will our "best" do? Note: I have no idea if we have most talented smiths, or even anyone to refer to as "our best smith".

What ever you can forge for me will be suitable, I will put in a good word about you to the Inquisition.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ieb** on **July 14, 2013, 05:51:16 am**

You might as well put a really good word out then, because I only now realized just how much of the good stuff we can mine. We'll be clad to our teeth in addy, I tell you! TO OUR TEETH!

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 14, 2013, 09:08:46 am**

Quote from: Ieb on July 14, 2013, 05:51:16 am

You might as well put a really good word out then, because I only now realized just how much of the good stuff we can mine. We'll be clad to our teeth in addy, I tell you! TO OUR TEETH!

The demons are behind an adamantine fortification. You now know how high the hollow section rises. Why hasn't nobody looked at factory farming the demons for meat and webs? To get the webs all you need is a puppy (we have puppies), a rope, and a drawbridge linked up to a lever (to seal off the fortification while dwarves harvest the webs).

We haven't had a good look at hell because the tube is so high up. I had weighted the game to produce levels at the bottom in the magma sea and right at the bottom.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ieb** on **July 14, 2013, 10:39:18 am**

I'm pretty sure demons can't be butchered, but then again it's been a while since I had a scuffle with 'em that didn't end on a fort wipeout one way or another. As for the webfarm, a lot of the webslinging ones seem to be hanging out with demons that MAY have fire-breathing ability, so I'm not too eager to try making a profit from 'em. I also recall some gaseous FB's and titans can go through fortifications, so those add a bit of challenge.

If I'm right that is. Now if only the game would start crashing at random times, I would be off to great success even more so.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 14, 2013, 01:02:15 pm**

Quote from: Ieb on July 14, 2013, 10:39:18 am

I'm pretty sure demons can't be butchered, but then again it's been a while since I had a scuffle with 'em that didn't end on a fort wipeout one way or another. As for the webfarm, a lot of the webslinging ones seem to be hanging out with demons that MAY have fire-breathing ability, so I'm not too eager to try making a profit from 'em. I also recall some gaseous FB's and titans can go through fortifications, so those add a bit of challenge.

If I'm right that is. Now if only the game would start crashing at random times, I would be off to great success even more so.

The demons made from flesh can, I think, in the same way that forgotten beasts made of flesh can. To factory farm the demons for meat, you would have some timers cycle demons into a chamber sealed by bridges, have a minecart gun shoot projectiles through the chamber until the contents are

almost certainly dead, and then unseal the chamber for a sufficiently long time to allow dwarves to collect the ammunition and send the demon bodies to the butcher's shop.

Title: **Re: Sparkgear XIII: Its back**
Post by: **laularukyrumo** on **July 14, 2013, 03:09:43 pm**

Quote from: Ieb on July 14, 2013, 02:25:23 am
Since this has mods and so on, is there any super awesome metal present in the site we could be using for our military? The one I will be making at some point, that is.

I'm not super familiar with the material properties of the mod, but I know we have some Mithril deposits. I would recommend smelting that shit.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 14, 2013, 03:17:57 pm**

I think there is a good supply of steel. The embark appears to have flux and hematite at least. Mirthril is good, but you can get more by melting down some of the breastplates or mail shirts that are in an armor bin somewhere rather than by seeking out more deposits.

Edit: Just a little reminder, if you can please get some screenshots up at least, unless you are taken the Silent Youtube Video challenge. We don't expect to have the detailed reports with multiple verses and the screenshots of chaos breaking loose, but at least something would be good.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ieb** on **July 14, 2013, 03:49:09 pm**

Well as far as war-metals go right now, I say best is to use the adamantine we have. There is plenty of mithril smelted to bars right now, and apparently it will do just fine as both armor and weapons, about as light as adamantine is as well.

I'm currently TRYING to upload the god damn savegame, but it's taking it's sweet ass time. DFFD didn't want to co-operate for some reason, so I'm currently trying to upload it on Mediafire, but my Internet is being slow as all FUCK right now.

Uhhhh, I might be the devil's advocate here, but I'm hitting the hay right now, since the upload is just so fucking slow and I got work in 8 hours. I'll post or edit this one when I wake up about where the save is at, but you might have to skip me because my Internet apparently runs as fast as my brains, slow as fuck and possibly retarded.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 14, 2013, 03:52:09 pm**

Quote from: Ieb on July 14, 2013, 03:49:09 pm
Well as far as war-metals go right now, I say best is to use the adamantine we have. There is plenty of mithril smelted to bars right now, and apparently it will do just fine as both armor and weapons, about as light as adamantine is as well.

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We understand. Would Mouseshy will be OK with waiting until 6AM or so forum time to start? Does that even work? I'd rather not skip a turn since it sounds like it went very well.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ieb** on **July 14, 2013, 03:55:22 pm**

If by very well you mean boring, then yes. In any case, I'll be up in 6 hours or so, so wish me luck with this god damn potato-modem.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 14, 2013, 06:09:52 pm**

Quote from: Ieb on July 14, 2013, 03:55:22 pm
If by very well you mean boring, then yes. In any case, I'll be up in 6 hours or so, so wish me luck with this god damn potato-modem.

If you live in a part of the world where WiFi is available in various places, we can wait for you to find one after you get up. I don't know how good that will be though, the save is pretty large for Dwarf Fortress.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ieb** on **July 14, 2013, 11:24:02 pm**

Well that hopefully will not be necessary, the upload finally went through at some point!

Here's the DL link (<http://www.mediafire.com/download/teo6ojcebbe1h5v/SparkgearXIII.rar>), I just hope there's no actual problems with the rar despite it uploading, gonna test that the file is good and works properly before I go(tested and should be working without issues, at least on my comp it loaded fine).

Anyway... Here's the log about the session WITH SCREENSHOTS TOO BOY HOWDY HUH!?

This is a rotten Stray Horse Foal corpse.

Sparkgear XIII: Stories Of Boredom and Stagnation. Today's episode: What A Lot Of Rot.

Lebo's log:

It is 1st of Limestone now. After a fort-shaking announcement that we had breached into a place a dwarf was not meant to see, there has been minor... restructuring in the fortress. Mainly, it was decided that a new leader should be selected among us, maybe one who doesn't endanger us against unspeakable horrors. Well it seems I was the best choice for that job.

'Lebo' Mafolshin has been ecstatic lately. She made a friend recently. She adnired a completely subline Well lately. She dined in a fantastic dining roon recently. She slept without a proper room recently. She has complained of the lack of a well lately. She talked with the spouse lately. She has been satisfied at work lately.

My first order of business of course was to begin appointing a defense force. It didn't take long to rally our military commander and our militia, because it turns out only three people were tasked to act as our militia. I'm sure there have been others, but - You know. It's sort of been hard to keep track of what has been going on here in the past. I'm writing this log solely to remind myself of all the faces that seem so new to me, and to what fate may I end up sealing them with.

Luckily for us, we have a large number of able hunters, so our military commander will be able to get a full squad of ready-to-fight dwarves by their side. We can get by with fishing and trading for meat anyway, no reason to risk these to-be soldiers out there in the wilds hunting!

After all that military preparation, we have 19 men and women ready to defend the fort with their lives, the Realms of Oiling and Deaths of Bronze stand ready for all against us! Of course, there should be some up-and-close fighters too, but right now we seem to lack the actual materials to arm our troops.

Titus Drake seems most adamant about preparing our forces, always going on and on about the demons and the evil which must be purged, so I decided that he is our best option to act as the fortress' Captain of the Guard. Which will be prepared the moment we actually have armor and weapons.

While the military issue is well underway to "being taken care of", I'm assured by our commander Saint, the civilian side has brought up the issue of a dangerous short quantity of alcohol. Only 47 drinks left, they tell me. Quite sharp of them to keep track to such degree how many more sips our 164 strong fortress can take before we all have to bend over and drink water like elves.

Truly there is much work to be done here in this place. But once I'm finished, Sparkgear's gears will truly be sparking! Ha! Get it, that's a joke? I need a drink. Wish we had any.

2nd of Limestone:

I couldn't find the brewers shop anywhere. I don't even know if one exists. How have we survived all this time!?

3rd of Limestone:

The still was hidden from my sight by the horde of children in our dining room, which is becoming uncomfortably small for a fort of this size. I'm thinking we should relocate it, maybe make a better one as well.

4th of Limestone:

With the change in command, the civilians keep coming to me with complaints. Did you know that this fortress has 37 beds to be divided among 164 inhabitants? Many of these children have never even slept on a proper bed, their parents claim. This is unacceptable, even I must agree. With assurance, I told them that proper steps are being taken to rectify the situation, and to give everyone among us a place to sleep. The lavish rooms prepared so far however will not be handed out.

While at it, I noticed a large number of people just walking about, hauling things. A horrible suspicion crept over me as I wondered if I ever had seen these people do anything more than carry something from one place to another. After a brief interview with many of them, the peasants and children growing up have been placed on my to-do list as people to re-employ.

5th of Limestone:

Oh Armok, I never realized how big of a mess this place is. We had a few more workshops hidden in the corners of our dining hall, those will have to go for now. New rooms are being prepared for the farmers, as well as preparing our farms to grow pig tails for some new clothes.

11th of Sandstone:

We have been busy with a lot of things, but at least we're doing something. Migrants arrived, as well as word that Eral, who had been last seen stalking around the fortress, secreting away this and that to a forge she had taken all for herself, had made a really nice looking figurine. She doesn't seem any better at work though, so it must have been a gift from the gods. Or maybe from what lurk below? Only time will tell.

Spoiler: Artifact #1 of this turn ahoy! (click to show/hide)

Eral Solozuzol, Metalcrafter has created Enirrithar Thob Kib, a bisnuth figurine of Urist Planeswheels!

EnirrithFPS: 138 (44) "Beguilertrammel the Girder of Nets", a bismuth figurine of Urist Planeswheels.

This is a bisnuth figurine of Urist Planeswheels. All crafts dwarfship is of the highest quality. The item is a masterfully designed image of a dwarf and dwarves in bisnuth by Eral Solozuzol. The dwarf is surrounded by the dwarves. It is encrusted with radiant cut anethysts and single cut red zircons and decorated with giant brown recluse spider silk. This object menaces with spikes of pink rhyolite, great horned owl leather and cypress. On the item is an image of ravaged fields in bisnuth. On the item is an image of a dwarf in alder.

Weight: 97Basic Value: 58800*

17th of Sandstone:

I have been informed that we have very few bituminous coal left to turn into coke for our smiths. This is more unsettling. We will have to search for more sources of fuel in the future, it seems, but for now, there is expansion to be done.

9th of Timber:

I have no idea where the lever for sealing the fortress is at. I will just have to build a new one. Maybe in my own room. ...once it is finished, that is. I'm sure there's no hurry.

10th of Timber:

GOBLINS! GOBLINS IN THE HORIZON!
Spoiler: EVERY FUCKING TIME (click to show/hide)

You have struck jelly opal!
You have struck turquoise!
You have struck tetrahedrite!
You have struck alunite!
You have struck microcline!
You have struck yellow zircon!
You have struck native gold!
You have struck yellow zircon!
You have struck cinnabar!
You have struck hematite!
You have struck yellow zircon!
You have struck native nithril!
You have struck citrine!
You have struck microcline!
You have struck red zircon!
You have struck pyrolusite!
You have struck realgar!
You have struck green zircon!
You have struck alunite!
You have discovered a magna pool.

8th of Slate:

Finally, I am a mother. Again. Now that I think about it, I have a lot of kids, huh?

7th of Felsite:

We started to excavate all of that adamantine that is proven to be safe to retrieve. However, a freak accident occurred when one of the many Dumb Kids, who were employed as Miners to make their parents shut up about the unemployment rates around here, struck through a wall and right into the magma sea. Caligula was there too during the time of the accident, but with their much faster mining, they were able to save themselves from the horrible fate that some of our previous freeloaders were suddenly awash with.

A small memorial will be constructed around there somewhere, to remind us all of the price of industrial advancement.

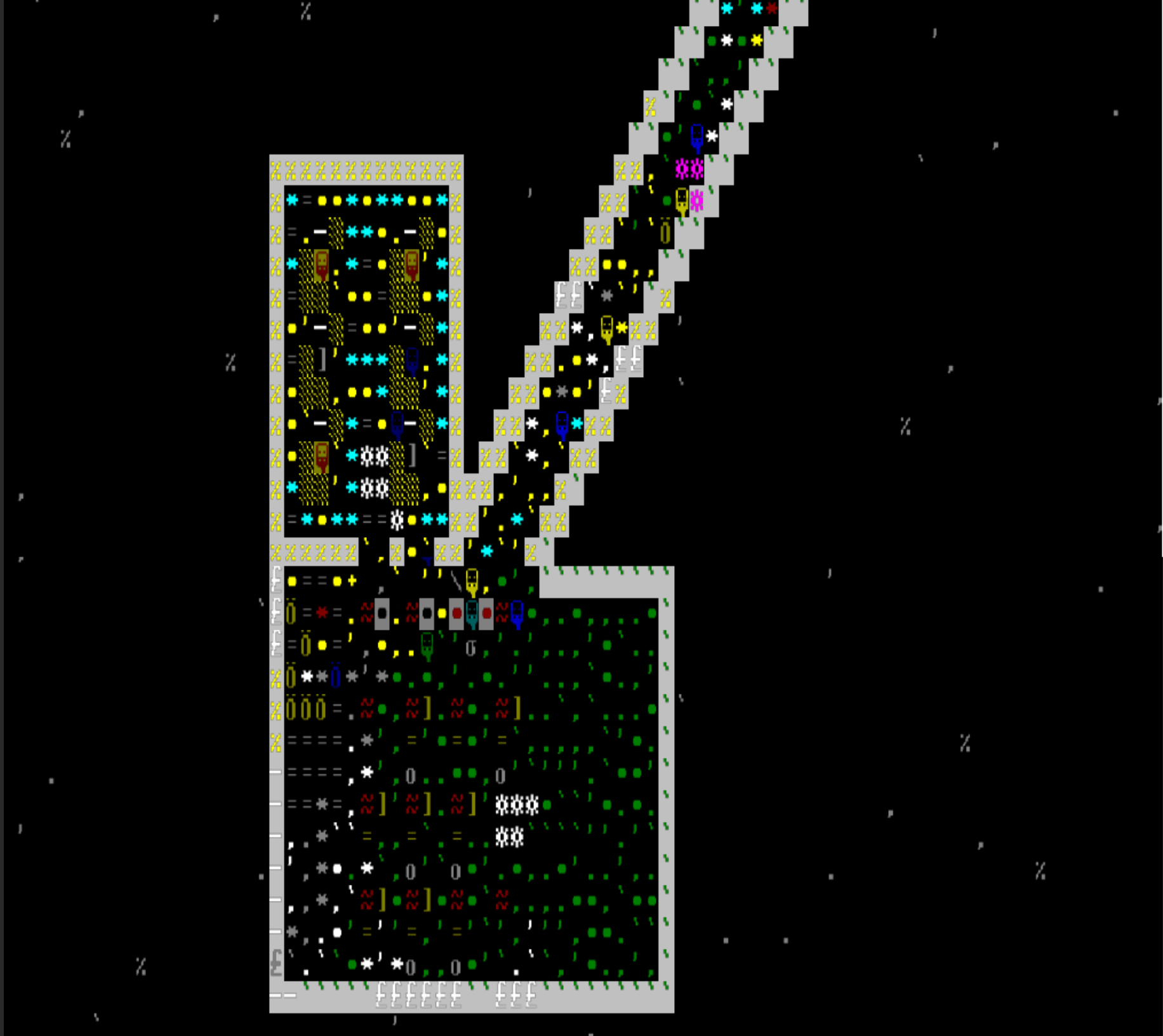
‘Dunb Kid XXIII’ Shedathel, Miner has been nissing for a week.
‘Dunb Kid XXV’ Uristuker, Miner has been nissing for a week.

I'm sure SOMEONE will miss them.

13th of Felsite:

Ahh, it is nice to finally see good old fashioned dwarven metalworking. The youngsters seem into it too, now that they've come of age and are actually expected to do something more with their lives than stand around in the dining hall and drink.

Spoiler: Finally, a forge area. (click to show/hide)



2nd of Hematite:

I ordered the gate to be lowered. I can't remember which one it wa- AN AMBUSH! CURSE THEM! One of our fishermen runs right into a squad of goblin lashers, who make short work out of him before our militia shows up to make short work out of the goblins. During the scuffle however, a marksdwarf is struck down, but all the goblins at least were killed.

Spoiler: Average dwarven "up close and personal" crossbower squadron combat scene pictured here. (click to show/hide)



3rd of Malachite:

One of the Dumb Kids replaced Argembarger as the mayor, taking all their responsibilities for themselves. Argembarger did not look happy, but finally moved to a new room and swore that they would have their mayor's seat back sooner than later.

3rd of Galena:

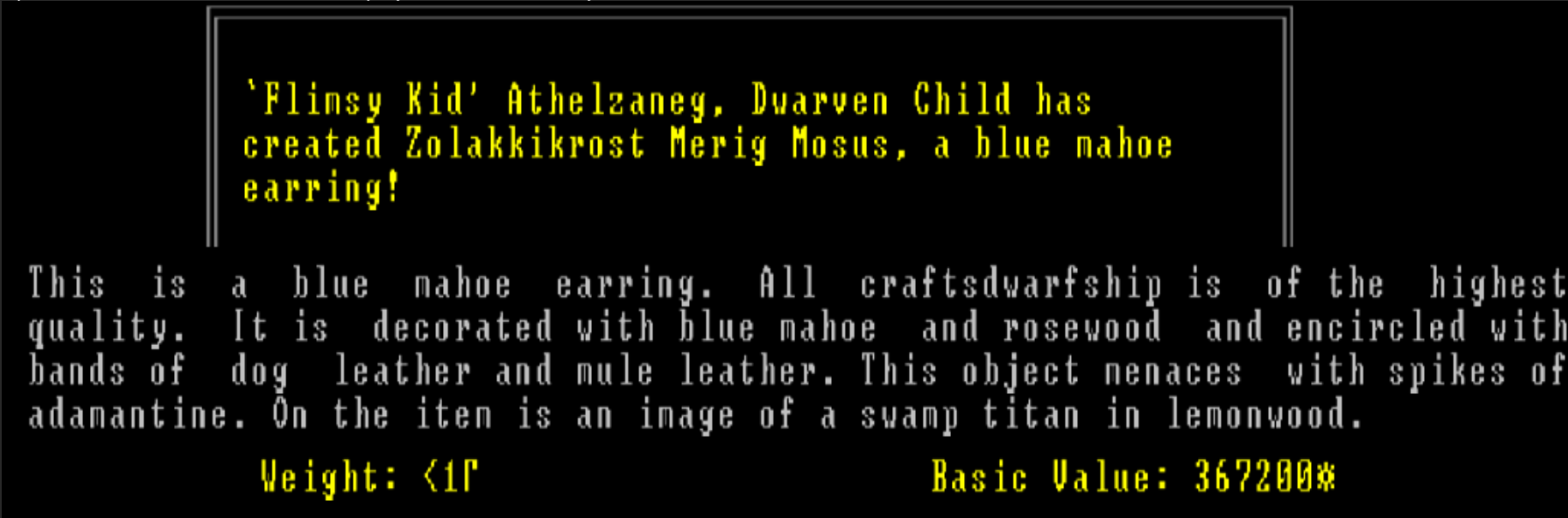
Migrants. They ran right into a goblin ambush however, and two of them got killed before a ranger in the bunch shot a few of the goblins dead and the rest fled, leaving the survivors alone.

16th of Galena:

One of these damn kids made another project of their own. If we weren't up to our knees in adamantine, I'd have him flogged. For now though, I will

merely scoff and say "I've seen better" whenever they bring the damn earring up.

Spoiler: Artifact #3 of the turn ahoy! (click to show/hide)



18th of Galena:

Humans on the horizon to trade, and orcs on the other, to wage war. This might be interesting. A kobold thief got spotted by them too, stealing a mithril shield from the goblins left before, and the maceman chased the thing straight into the orcs. It wasn't pretty, I'll tell you that.

Seeing that maceman get horribly murdered however, made me realize, that being an overseer is really dangerous work! Or, it would be if I ever walked aboveground, but you never know when I might have to make myself do something up there! The best solution to that as far as I know, is for me to quit while I'm ahead! I'm sure someone else will take over this job, that Dumb Kid we have as mayor doesn't look like they could make a decision even if their life depended on it.

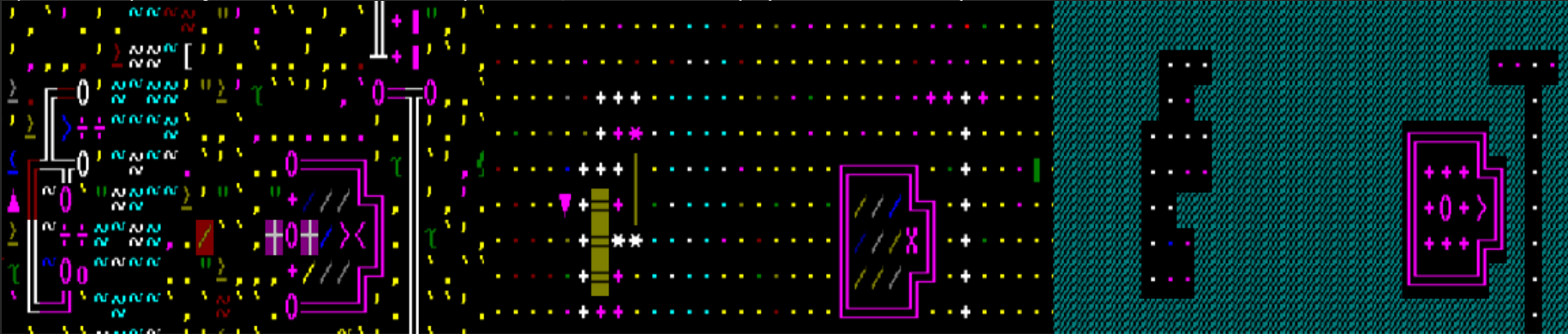
/log

Annnnd that's all that happened during my 24 hours. To summarize:

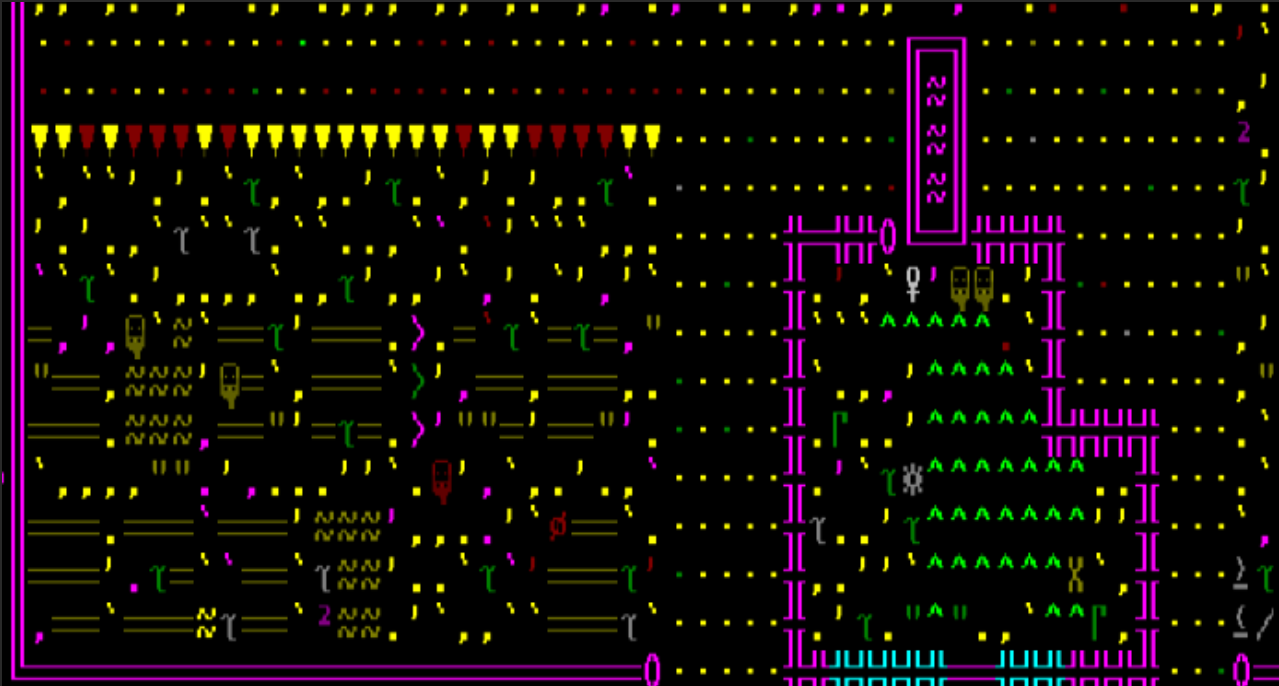
- Changed the locations of some work-areas because MUH OCD.
- Made a huge-ass new dining hall.
- Made real squads out of all our soldiers, I think there are 20 crossbow-users and 14 melee soldiers in the fort now, if someone wants to make a larger militia, the current melee squads will need to be split apart to teach the raw recruits some skills.
- Found magma, made forge area, iron used for iron bolts right now because we got SO MUCH ADAMANTINE JESUS CHRIST
- No silver hammers or maces done yet. Our best weaponsmith is Skilled and Armorer is Adequate.
- River has run dry of fish, so fishermen were re-employed as strand extractors.
- I think that there's a forge spitting out gold crafts on repeat for trade goods.
- Made a few aboveground farms, because we got the seeds.
- Made bedrooms for MOST of the fort. Still need to dig rooms for the rest of 'em at some point, whenever anyone bothers to that is.
- Orcs are currently sieging the fort, but they seem content just hanging around at the edge of the site.
- Made a sniper tower at the entrance, unfortunately the engravers are SO FUCKING BUSY that they never did bother to carve those fortifications, and I figured they wouldn't be THAT busy so I just built the place with walls instead. Stupid me.
- There's a rising-bridge sealed tunnel that leads to the 2nd cavern, in case anyone wants to fuck around there.
- Added some zoom-spots around the place. Hopefully they make sense.

As a bonus too, here are some screenshots I took from random spots of the fort that I expanded upon, because you're worth it!

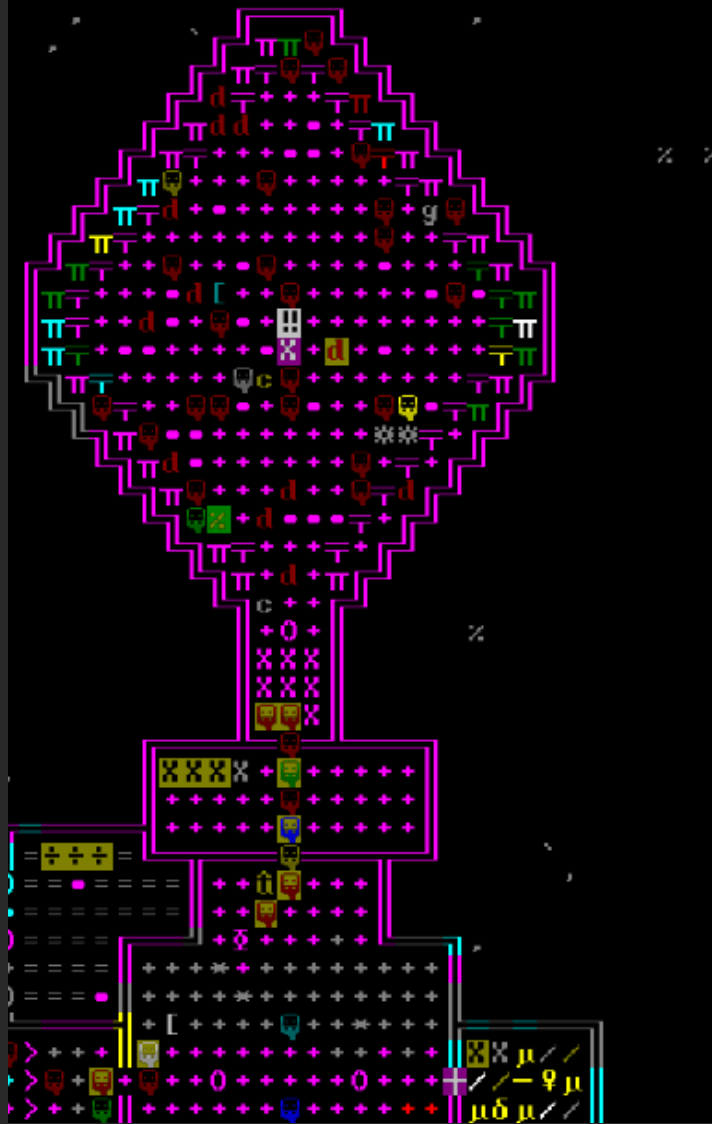
Spoiler: They're all jammed inside this one spoiler too, because I'm lazy! (click to show/hide)



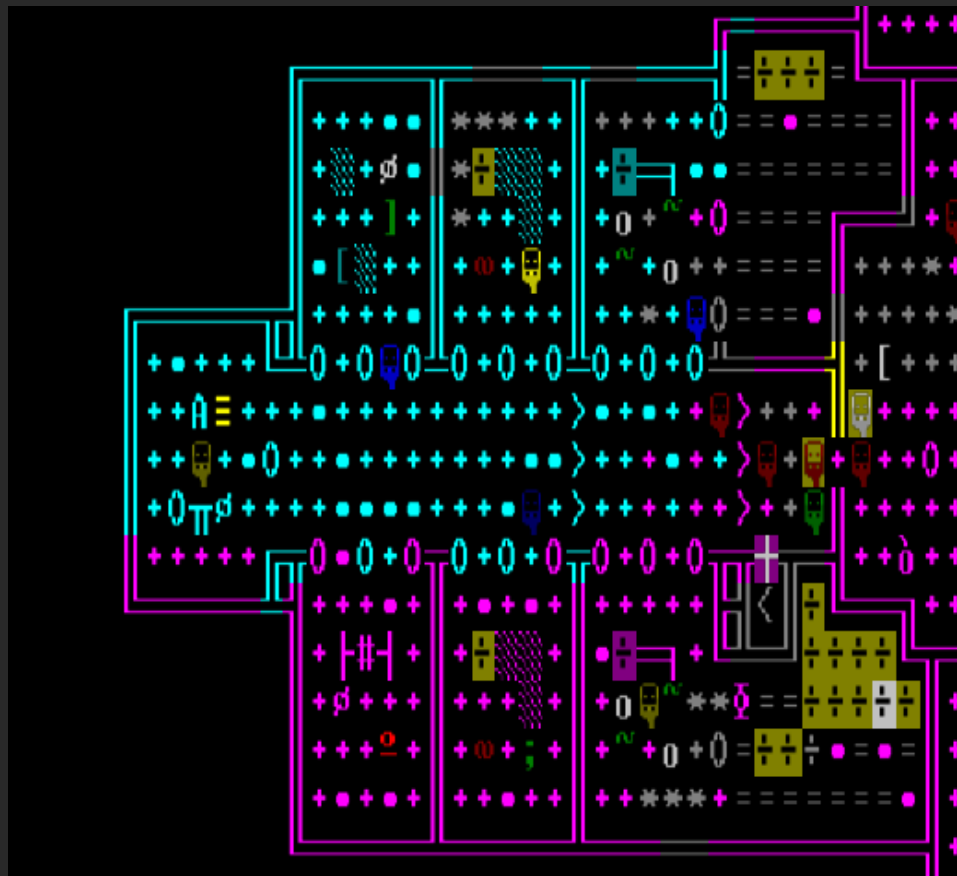
This sniper tower was built with dwarven workmanship in mind. As such, don't be surprised to hear that it's waited for the engravers to show up to finish the fortifications for at least an year now. The small space provided for your shooters makes sure that the only thing they can think of while up there, is to shoot some fucker in the face, because no one wants to think about 20 dwarven soldiers packed in one tight spot for too long.



The small aboveground farm addition I placed, emphasis still on underground plants, but since we had all the seeds, why the fuck not, huh? Might have to invest on floor hatches though, to keep this spot 100% safe, since our entrance is like 90% safe and this is like 60% safe.



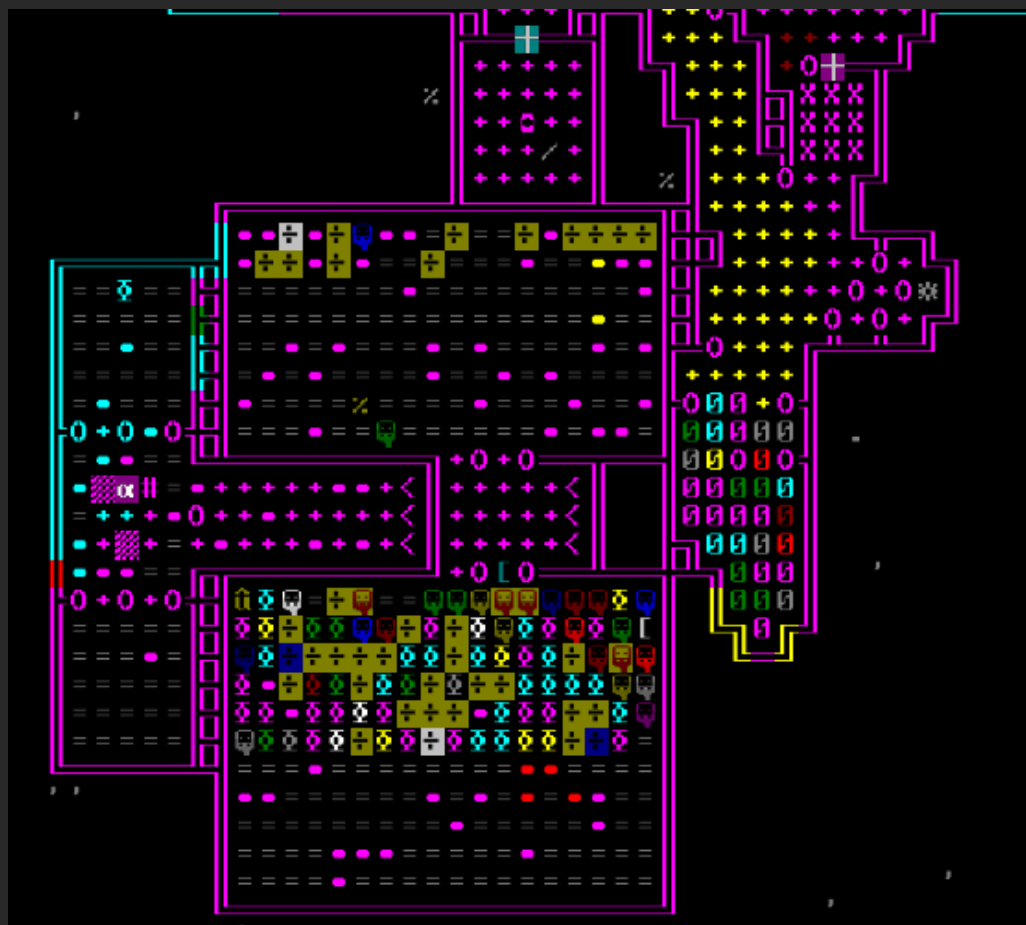
The huge-ass dining hall I made to replace the old one, which you actually can see at the bottom of the picture. Also notice the stockpile of crap in yellow, I moved the metal Finished Goods stockpile there, for easier moving to the Trade Depot whenever you want to exchange golden crafts for EVERYTHING THE TRADERS HAVE, EVER.



One of the remade workshop areas dedicated to one branch that I added. From right to left:

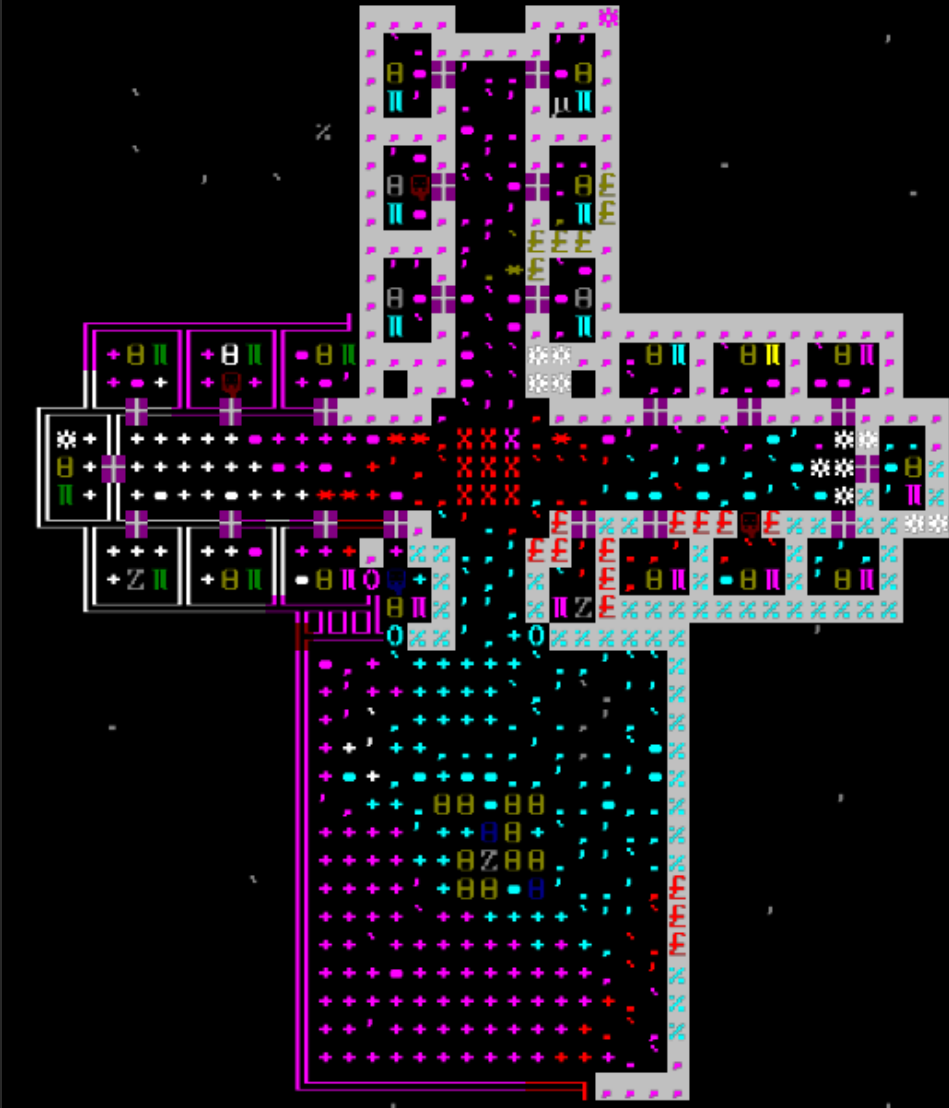
- Stills with Plant stockpiles next to them, I could have made them more efficient by having barrel/pot stockpiles surrounding 'em, but so far there hasn't been need for that much booze production.
- Kitchen, here is our yummy -yummy dog tallow biscuits- are made, they melt in your mouth!
- Clothing shop and loom, with a Farmer's workshop at the end. Farmer makes thread from pig tails, Loom produces cloth from thread, Clothier makes super-quality clothes from our super-quality cloth. Finally, we don't have to be nude and slowly go insane!

Just like in real life!



Immediate below the workshop level previously shown, the food stockpiles. Edibles above(save for plants which have their own stockpiles), drinks below. Fishery to the left, but now that the river is empty, it serves NO PURPOSE WHATSOEVER GOD DAMN THIS IS WHY I ADD 20k POPULATION TO EVERY VERMIN FISH THESE DAYS WHEN I WORLDGEN(no offense, but seriously, fishermen empty sites from all that lives pretty fucking fast).

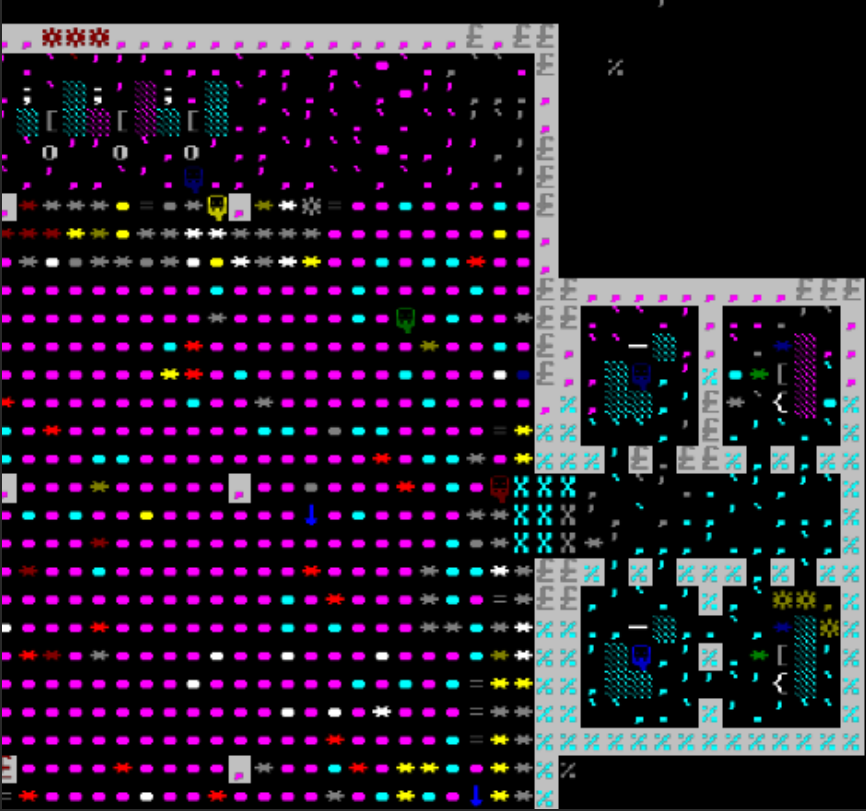
The Spider's Dick Cemetary shown to the right, with all the colors of the rainbow to spend your eternal slumber in! So try not to die, or at least specify to go for a cremation.



The housing complex I mined to continue the previous much larger housing complex at the level above. It goes down 2 more levels after this in identical form, so continuing it isn't a problem, I think 2-3 levels should house the entire fort as it is right now anyway.

Also note the large room below, that's the currently really shitty hospital. Because there never was much need for it, I never upgraded it.

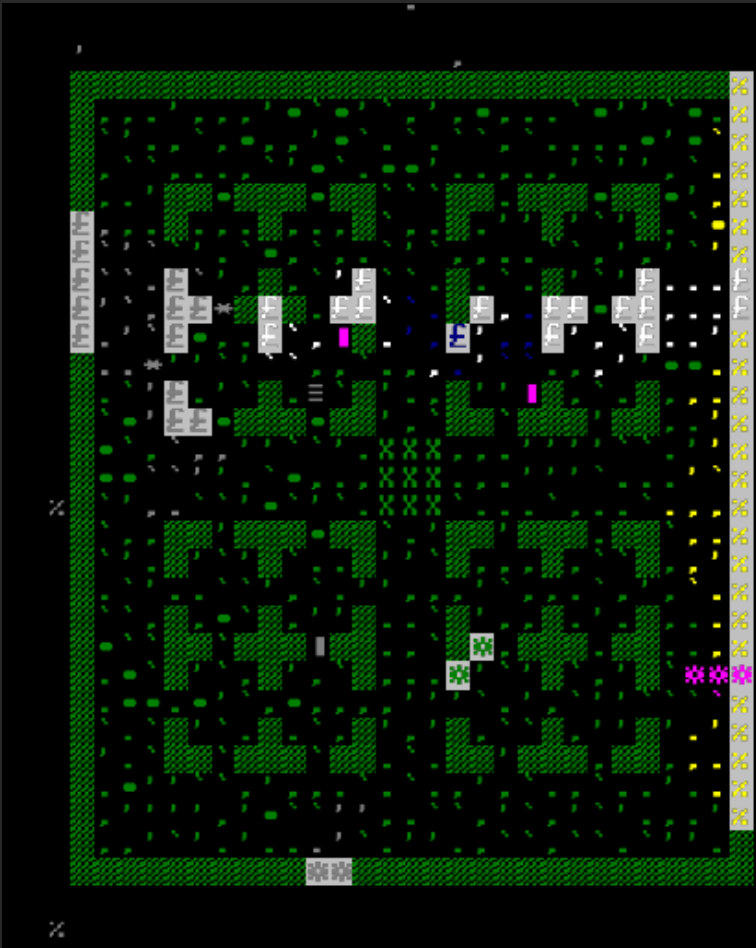
Someone else can go wild with that design.



Stoneworking area. The upper row craftshop was originally the adamantine thread extraction facility, but then I remembered how fucking slow it is, which is why the forges now have their own 6 shops at repeat at the same job.

The craftshop below makes rock pots.

The jeweler shops right now are hard at work in cutting stone to gem state, and setting it on whatever. Because why the fuck not, huh?



My original attempt at a forge area. Then I found out we had no bituminous coal veins anywhere in sight. And a while later, I found magma. This place is abandoned right now, before my game randomly crashed, I placed wood furnaces here for some soap production. With some refurninshing, this place COULD serve as a hospital, maybe?

This sure was a nervewrecking update, but I got through it! Huzzah!

Woah, fort is looking actually pretty good. It would be a shame if something evil would happen to it...

Also, bad news. Since I can't acces my computer 16.-18. I can't play my turn (again). Damn IRL. Like asking to be able to play Dwarf Fortress infinitely is too much.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Mouseshy** on **July 15, 2013, 04:34:35 am**

Downloading the save now. Will start playing after I get some sleep.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ieb** on **July 15, 2013, 05:10:11 am**

Tell me if there's something wrong with THAT upload afterwards, there shouldn't be but yeah. Apparently my upload decided to restart 3 times after I got on it, so there's 3 copies of the upload on my Mediafire account. Not that I find it likely that it wouldn't work but anyway... The only thing I can say, when extracting it to the save folder, just go with Extract Here since the whole folder is inside the rar. Probably didn't need to tell you that, but you know.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Mouseshy** on **July 15, 2013, 10:33:08 am**

Quote from: Ieb on July 15, 2013, 05:10:11 am

Tell me if there's something wrong with THAT upload afterwards, there shouldn't be but yeah. Apparently my upload decided to restart 3 times after I got on it, so there's 3 copies of the upload on my Mediafire account. Not that I find it likely that it wouldn't work but anyway... The only thing I can say, when extracting it to the save folder, just go with Extract Here since the whole folder is inside the rar. Probably didn't need to tell you that, but you know.

It appears to be functional. :P

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ieb** on **July 15, 2013, 10:44:08 am**

Well then, enjoy. If I had to say something right now, well, I guess it's this:
We could use the adamantine for the melee soldiers, and give the mithril to our crossbowers, since it's so light and pretty good as armor.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 15, 2013, 12:50:32 pm**

Quote from: Ieb on July 15, 2013, 10:44:08 am

Well then, enjoy. If I had to say something right now, well, I guess it's this:
We could use the adamantine for the melee soldiers, and give the mithril to our crossbowers, since it's so light and pretty good as armor.

There's really no need for metal bolts. Metal bolts are a waste of metal. You can use wooden or bone bolts instead. We have enough bones and enough wood.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ieb** on **July 15, 2013, 12:53:49 pm**

Each their own I guess, I always graduate from bone and wood bolts when I get some crappier metal like copper, since they always seem to punch more against enemies in my opinion. Maybe it's just me.

EDIT: I blame for bad experiences with Forgotten Beasts and Titans made of metals who also spit dust all over the place, and ranged guys are the best way to even try fighting them without dorf traps.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 15, 2013, 01:26:22 pm**

Quote from: Ieb on July 15, 2013, 12:53:49 pm

Each their own I guess, I always graduate from bone and wood bolts when I get some crappier metal like copper, since they always seem to punch more against enemies in my opinion. Maybe it's just me.

EDIT: I blame for bad experiences with Forgotten Beasts and Titans made of metals who also spit dust all over the place, and ranged guys are the best way to even try fighting them without dorf traps.

Some research suggested that masterwork wood bolts do about as much damage as copper or steel. Wood is a renewable resource.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ezk1** on **July 15, 2013, 02:46:22 pm**

Sparkgear eh? Good to see that this thing is still going around, have been thinking to start playing again, and whats better way to start than good ol´ madness and confusion calld Sparkgear? Put me on the line.

ps. If not anything else will do it, i think im downfall of this fort :P

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 15, 2013, 04:34:41 pm**

Quote from: Ezk1 on July 15, 2013, 02:46:22 pm

Sparkgear eh? Good to see that this thing is still going around, have been thinking to start playing again, and whats better way to start than good ol´ madness and confusion calld Sparkgear? Put me on the line.

ps. If not anything else will do it, i think im downfall of this fort :P

Sparkgear hasn't happened since 2010, apparently. I don't know why, but I decided to start a new one. We're doing very well now. I'm expecting a demon web farm soon.

Title: **Re: Sparkgear XIII: Its back**
Post by: **griffinpup** on **July 15, 2013, 04:37:17 pm**

Re sign-up. Just plop me in a date, and I will lead this fortress to victory!!!
(I'm thinking that a child would work better then a puppy for the web farm) ;D

Title: **Re: Sparkgear XIII: Its back**
Post by: **laularukyrumo** on **July 15, 2013, 04:55:32 pm**

We DO have a metric fuckton since apparently nobody bothered to set the child cap in the init files.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 15, 2013, 07:06:46 pm**

Go for puppies. Puppies can be put on a chain, and that means they won't go running everywhere when the demons show up and spray webs. If you have dwarves in there, they will run around the room and destroy the webs.

Edit: Using any dwarf, even without children, is evident that the system allows a reasonable degree of automation over long periods of time, or at least less micromanagement. As it is the micromanagement required is just pulling a lever to close a drawbridge (to block off the view of the demons) and let dwarves into the room to collect webs. Dwarves require maintenance in the form of food and booze.

Edit2: Perfectionism. You can see it now. If it were my choice, we'd have a machine to sort the demons between fire, webs, food, and shells, and more machines to allow the production of raw material. The dwarves would just deal with workshop jobs and minecart loading.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Mouseshy** on **July 15, 2013, 11:25:43 pm**

~~Save file is currently uploading. I'll edit once it's done.~~ Here. (<http://www.mediafire.com/download/7sc7m5jp0wwzp0n/SparkgearXIII.zip>)
I didn't get a whole lot done. I hurt my shoulder a couple days ago, makes it hard to spend extended amounts of time at the computer.

Set up a training area outside for the militia, and started gearing them up. Dug out more bedrooms. Made some soap. That's about it. Nothing exciting happened.

Some highlights in screen shot format:
Spoiler (click to show/hide)
The merchants trapped inside from the siege lost their marbles.
Palath Pujabepa, Human Merchant is stricken by melan oly!
Yak Bull is stricken y melancholy!
Nethu Rugganuh, Human Merchant has gone berserk!

This dude has been milling around the caverns.
The Forgotten Beast Zastrur Dêsmongogngo
Osmöspngokang has come! A towering slug composed
of flame. It has wings and it has a bloated body.

Disgruntled ghost causes a child to commit suicide.
`Dumb Kid XXV' Uristuker, Ghostly Miner raises a high fever in `Dumb Kid
XXIV' ònulkogan, Planter!
`Dumb Kid XXIV' ònulkogan, Planter is stricken by melancholy!

An excessively fancy door was made. Value just under 400k.
Osod Oslan, "The Bone of Winding", a green glass portal FPS: 100 (39)
This is a green glass portal. All crafts dwarfship is of the highest quality. It
is encircled with bands of round brilliant cut rock crystals and emerald cut pyrites.
This object is adorned with hanging rings of adamantine and pyrite and menaces with
spikes of green glass, galena and giant forest spider silk.
On the item is an image of dwarves in green glass. The dwarves are laboring. The
artwork relates to the foundation of Sparkgear by The Massive Fist of The Everseeing
Boats in the early spring of 101.
On the item is an image of three weremonitors in green schist.

Title: **Re: Sparkgear XIII: Its back**
Post by: **laularukyrumo** on **July 15, 2013, 11:57:15 pm**

We have rock crystals that we're CUTTING? At Jeweler's workshops? Who decided THAT was a good idea?

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ieb** on **July 16, 2013, 12:04:53 am**

I think mooded dorfs turn any rough gems they haul to their workshops into cut gems at the final product. Also probably should have mentioned, the humans would have been okay to let out despite the siege, before my game crashed they got out just fine because the orcs were more content to mill about where they arrived at rather than charge the fort, or even the traders.

But hey, free stuff!

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ezk1** on **July 16, 2013, 04:06:44 am**

Quote from: CaptainArchmage on July 15, 2013, 04:34:41 pm
Quote from: Ezk1 on July 15, 2013, 02:46:22 pm
Sparkgear eh? Good to see that this thing is still going around, have been thinking to start playing again, and whats better way to start than good ol' madness and confusion calld Sparkgear?
Put me on the line.
ps. If not anything else will do it, i think im downfall of this fort :P
Sparkgear hasn't happened since 2010, apparently. I don't know why, but I decided to start a new one. We're doing very well now. I'm expecting a demon web farm soon.

Well I think it has been allmost 2 years when i have last played, so i think of it allmost like yesterday when last Sparkgear was rolling :P

ps. Can you put me on the list, any date is fine.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 16, 2013, 07:31:47 am**

I've signed people up, and send the usual nastygram* on to inform the next player that **THE TURN HATH BEGUN**. May God have mercy on your soul.

*A survey has shown that none of this nastygrams are actually nasty, besides causing the subject to lose 24 hours of their life plying Dwarf Fortress that they were going to lose anyway.

Title: **Re: Sparkgear XIII: Its back**
Post by: **StLeibowitz** on **July 16, 2013, 08:10:46 am**

Oh, my turn already? Let's see what you folk have done...
EDIT: Okay, who the hell put it on mediafire >:(If I didn't upgrade to Chrome+adblock like two days ago, I'd sue you.
Honestly, the *nerve*...
EDIT MORE: Have save, am opening.
EDIT AGAIN: 207 dwarves. I've never had a fort over 100, by my own design. Looks like I'll be doing some systematic workforce reduction.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 16, 2013, 08:27:49 am**

Quote from: StLeibowitz on July 16, 2013, 08:10:46 am
Oh, my turn already? Let's see what you folk have done...
EDIT: Okay, who the hell put it on mediafire >:(If I didn't upgrade to Chrome+adblock like two days ago, I'd sue you.
Honestly, the *nerve*...
EDIT MORE: Have save, am opening.

EDIT AGAIN: 207 dwarves. I've never had a fort over 100, by my own design. Looks like I'll be doing some systematic workforce reduction.

Yeah I don't agree with mediafire, but I didn't upload the save either.

Title: **Re: Sparkgear XIII: Its back**
Post by: **StLeibowitz** on **July 16, 2013, 08:39:59 am**

I just opened the units tab to see if I had to worry about any horrors attacking the accidental breach into the caverns I made, and saw demons. Lots of demons.

Oh, this is going to be interesting...

EDIT: Hm...brine, steam, ash...none of this sounds particularly magma-proof.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 16, 2013, 05:16:00 pm**

Quote from: StLeibowitz on July 16, 2013, 08:39:59 am

I just opened the units tab to see if I had to worry about any horrors attacking the accidental breach into the caverns I made, and saw demons. Lots of demons.

Oh, this is going to be interesting...

EDIT: Hm...brine, steam, ash...none of this sounds particularly magma-proof.

I think all demons are [FIREIMMUNE], which means they can survive in magma. I do not think the demons can get into the fortress.

Title: **Re: Sparkgear XIII: Its back**
Post by: **laularukyrumo** on **July 16, 2013, 06:08:20 pm**

They're NOT, however, immune to flooding them with magma, and then flooding them with water on top of that. Obsidian casting, yo.

If that fails, checkerboard them to death.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ezk1** on **July 17, 2013, 07:28:32 am**

But can they be drowned?

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 17, 2013, 08:50:32 am**

Quote from: Ezk1 on July 17, 2013, 07:28:32 am

But can they be drowned?

Not as far as I know. Some of them may also evaporate the water they swim in, if they are made out of fire.

Also, save?

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ieb** on **July 17, 2013, 10:14:48 am**

The demons right now work on the same sort of randomized system as the forgotten beasts and titans do, so they have [NOBREATHE] as far as I know. Although I think all demons by default have magma-protection, unlike most of the FB's and titans.

And I apologize for kicking off the "Hey I know let's use MEDIAFIRE" thing, it was the only uploader at the time that even wanted to co-operate with me.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 17, 2013, 10:34:08 am**

Quote from: Ieb on July 17, 2013, 10:14:48 am

The demons right now work on the same sort of randomized system as the forgotten beasts and titans do, so they have [NOBREATHE] as far as I know. Although I think all demons by default have magma-protection, unlike most of the FB's and titans.

And I apologize for kicking off the "Hey I know let's use MEDIAFIRE" thing, it was the only uploader at the time that even wanted to co-operate with me.

Well fine. If you want I can upload your save(s) for you to DFFD.

Title: **Re: Sparkgear XIII: Its back**
Post by: **StLeibowitz** on **July 17, 2013, 11:13:26 am**

I had a lot less free time than I'd anticipated, and got literally nothing done except a peek around and a minor hole into the caverns. DFFD isn't cooperating with me right now, so it'd probably be best to just skip me and move on.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 17, 2013, 02:43:53 pm**

Alright I've discovered that Matoro is unable to do today (from the logs, from earlier on in the threat which I missed), so if you want you can have until midnight tonight, before handing over to the Master. You can use mediafire or something else if DFFD isn't working.

Edit: No response on that so I'm messaging The Master that his turn is up.

Title: **Re: Sparkgear XIII: Its back**
Post by: **The Master** on **July 17, 2013, 10:11:17 pm**

I SHALL BEGIN AT ONCE! Expect **CARNAGE!**. Lots and lots of **CARNAGE!**.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ieb** on **July 17, 2013, 10:34:31 pm**

Finally.

Title: **Re: Sparkgear XIII: Its back**
Post by: **The Master** on **July 17, 2013, 11:07:22 pm**

So I've done some remodeling.

Title: **Re: Sparkgear XIII: Its back**
Post by: **StLeibowitz** on **July 18, 2013, 12:21:04 am**

Ah, crap, I just realized the time. Sorry for not uploading - nothing will be missed, anyways, unless you guys really *really* like exploratory holes in caverns.

Title: **Re: Sparkgear XIII: Its back**
Post by: **The Master** on **July 18, 2013, 12:34:19 am**

I'LL HAVE THE SAVE UP TOMORROW. I HTHINK I DRANK TOO MUCH.
WAIR, I MEANT WHENEVER I WAKE UP TOMORROW
I think im clearer now. ill have it up this afternoon .

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 18, 2013, 03:13:59 am**

Quote from: The Master on July 18, 2013, 12:34:19 am
I'LL HAVE THE SAVE UP TOMORROW. I HTHINK I DRANK TOO MUCH.
WAIR, I MEANT WHENEVER I WAKE UP TOMORROW
I think im clearer now. ill have it up this afternoon .

At least we're getting some **PROGRESS**. Does this look like it will survive to be uploaded though?

Edit: As of this post you have about 20 hours left to play. Well 3:14 AM forum time, so 20 hours 46 minutes.

Title: **Re: Sparkgear XIII: Its back**
Post by: **The Master** on **July 18, 2013, 11:45:14 am**

Had three glasses of Devil Springs vodka before doing this. I may regret this shortly.

11th of Slate:
What the fuck happened last night...? I was getting drunk, then I passed out. Now I'm being told that i'm in charge of the fortress!
This...is...AWESOME! FIRST ORDER OF BUSINESS, ATTACK EVERYTHING THAT ISN'T A DWARF!

13th of Slate:
What's that? Invaders are outside? DIG A HOLE TO THEM AND ATTACK!

16th of Slate:
SUCCESS! Next order of business, make a swimming pool by draining the river into the nearest hole!

16th of Slate cont:
Migrants! Fantastic!

18th of Slate:
Something collapsed. Probably nothing.

21st of Slate:
I heard another explosion. Where is that coming from?

22nd of Slate:
Now water is leaking everywhere! Somebody screamed something about a pump exploding on the surface?

25th of Slate:
I've decided that I need a giant tower in my honor.

1st of Felsite:
People keep coming to me! They tell me, "MY BROTHER WAS CRUSHED BY A FALLING CEILING!", "My mother drowned!", "I LOST ME BREN GUN!", and other crap like that! I don't care! I'M NOW THE ETERNAL RULER OF THIS FORTRESS!

6th of Felsite:
You know what? I don't like my tower anymore. TEAR IT DOWN!

6th of Felsite cont:
I heard a few screams as the tower fell. Probably nothing. Bastards always complaining about everything I do!

13th of Felsite:
Some kid went berserk according to reports. Aw who cares! What harm could one guy do?

15th of Felsite:
So what if everyone's going insane in some form or another! I'M STILL IN CHARGE!

16th of Felsite:
ELVEN CARAVAN! KILL THEM ALL!!!

beyond this point, I've become so inebriated that I've lost all sense of logic and apparently memory. Also, I didn't write anything past this point that was intelligible. I'm now sober with a horrible migraine. I haven't even checked the save nor do I remember what I did beyond the 16 of Felsite. Be prepared for whatever horrible madness I may have unleashed. The DFFD is acting really weird and the save refuses to upload, so I may try and use mediafire or something if this continues.

EDIT: Yep, the page just keeps crashing, so i'm going to use mediafire. standby.

EDIT 2: <http://www.mediafire.com/download/v5f4i4goqe686qz/SparkgearXIII.zip>

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ezk1** on **July 18, 2013, 12:04:38 pm**

Maybe they are tantruming for your honor?

Title: **Re: Sparkgear XIII: Its back**
Post by: **The Master** on **July 18, 2013, 12:12:18 pm**

I'm too scared to check the save. Someone tell me what I did.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ezk1** on **July 18, 2013, 12:35:02 pm**

Maybe just wait for next guy pick up save, i want to see his reaction :P
Also, I wonder how many trade partners you have angered, with your little..mm..agressive ruling :D

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 18, 2013, 12:52:05 pm**

Quote from: The Master on July 18, 2013, 12:12:18 pm

I'm too scared to check the save. Someone tell me what I did.

Quote from: Ezk1 on July 18, 2013, 12:35:02 pm

Maybe just wait for next guy pick up save, i want to see his reaction :P
Also, I wonder how many trade partners you have angered, with your little..mm..agressive ruling :D

It seems someone ordered a mass deconstruction of everything on the surface. This basically means one of the reactors was dismantled, and at the same time the walls of the surface tombs were dismantled. This caused the tomb ceiling to collapse upon the insides, destroying everything, including the levers to shut down the reactor, and I think also the levers controlling the plumbing system.

Also, both wells have become filled with blood.

There is now no access to the surface from underground, which may or may not be a bad thing.

Amazingly, nothing has happened to the demons. Nobody even thought of putting a processing plant down there. In fact, the underground plumbing (except for the contamination and broken levers) and demon tube have been left completely intact.

Once again, my dwarf is dead. Titus Drake is still alive. I'm going to ask that the next overseer re-dwarf me as Caligula Ascendent, Revitalized Exiled Ex-Usurper King.

This fortress is a complete mess. There are stairways to nowhere, flooded sections, and insane dwarves everywhere. I haven't looked at the previous save, before The Master took it over though.

Edit: Actually, the dwarf corpses of Ashtar and Female Caligula are still around.

All you really need to do now is rebuild their tombs - you can actually forcibly assign a dwarf a tomb by forbidding the corpse, deconstructing any existing burial chambers they have been assigned to, and then assigning them to the new tomb and unforbidding the corpse.

Caligula was buried in the Spider's Dick Imperial Mausoleum, so that's good.

The plumbing levers are still gone. I don't know if you're even going to be able to fix the reactor since its flooding water everywhere.

Next player will want to re-establish contact with the surface.

Japa, you're up.

Edit2: The brook has been breached and there is an up/down staircase that is open to the large room in the soil layer. That room is open to the stairwell, which means that the entire fortress will be flooded unless Japan can block up the breaches. I'm going to go scout locations for Sparkgear XIV now.

Title: **Re: Sparkgear XIII: Its back**

Post by: **The Master** on **July 18, 2013, 01:05:20 pm**

...I can explain?

Title: **Re: Sparkgear XIII: Its back**

Post by: **CaptainArchmage** on **July 18, 2013, 01:10:47 pm**

Quote from: The Master on July 18, 2013, 01:05:20 pm

...I can explain?

Go ahead.

Title: **Re: Sparkgear XIII: Its back**

Post by: **The Master** on **July 18, 2013, 01:19:10 pm**

Ummm...Would you believe me if I told you that it's the voices fault and not mine?

Title: **Re: Sparkgear XIII: Its back**

Post by: **Ieb** on **July 18, 2013, 01:33:51 pm**

This is much better than my shitty boring turn, ha!

Spoiler: Do not open unless you want to know all that is going wrong right now. (click to show/hide)

- Most of the soldiers are either dead, wounded, or stuck aboveground.
- A failed moat attempt + the utter collapse of surface structures is flooding the fort BESIDES the pumpstack failure.
- There is a sizable breach into the fort's lower levels that probably was caused by the entrance collapsing downwards.
- There are ALSO downward staircases dug in the lowest breach level that will eventually lead the water to even further into the fortress.
- There is a troll inside, armed with a mithril crossbow.
- There are 3 berserkers in the fort right now, with few to none soldiers apparently available to fight them.
- I think the population was around 160 when I passed it, so... about 50 have died, which when combined with the tiny dining hall we had before has caused a balls-to-the-walls extreme tantrum spiral.
- There's a siege going on, but the fort is completely sealed.
- Of the 2 miners we have left, one is resting, other is insane.

Title: **Re: Sparkgear XIII: Its back**

Post by: **CaptainArchmage** on **July 18, 2013, 04:22:02 pm**

Ieb, your "Do not open unless you want to know all that is going wrong right now" is now on the front page. I have messaged Japa.

Do you think this fortress will fall before the new release is out?

Title: **Re: Sparkgear XIII: Its back**

Post by: **Japa** on **July 18, 2013, 04:34:17 pm**

Allright, downloading the fort now.

LET'S DO THIS.

... Or, well, actually, it's 3am, so probably not just yet.

Title: **Re: Sparkgear XIII: Its back**

Post by: **laularukyrumo** on **July 18, 2013, 08:54:33 pm**

Quote from: The Master on July 18, 2013, 12:12:18 pm

I'm too scared to check the save. Someone tell me what I did.

Welcome to my sigtext, Master.

Title: **Re: Sparkgear XIII: Its back**

Post by: **The Master** on **July 19, 2013, 12:26:39 am**

Quote from: laularukyrumo on July 18, 2013, 08:54:33 pm

Quote from: The Master on July 18, 2013, 12:12:18 pm

I'm too scared to check the save. Someone tell me what I did.

Welcome to my sigtext, Master.

Brilliant. Make sure to get the good side of my face.

Title: **Re: Sparkgear XIII: Its back**

Post by: **Sabretache** on **July 19, 2013, 01:39:56 am**

Only faith in the Emperor is keeping Titus Drake alive...

Title: **Re: Sparkgear XIII: Its back**

Post by: **Ieb** on **July 19, 2013, 05:11:39 am**

Too bad the general mayhem in the fort is keeping everyone from actually trying to heal you.
When I checked the save, well. Let's just say that in a matter of small amount of time, half the fort will be miserable. There aren't a lot of very unhappy or unhappy dorfs when compared to the miserable ones, but SOMEHOW there are still dorfs who aren't flipping their shit. They're probably the injured soldiers, who are slowly dying.

Title: **Re: Sparkgear XIII: Its back**

Post by: **Japa** on **July 19, 2013, 05:27:38 am**

I checked the save, and while I have no had time to play it yet, Oh god, everybody is feeling horrible and everything is going wrong everywhere!

Okay, I will start playing now, and I will give regular status updates as things happen. Whatever happens happens.

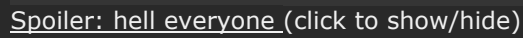
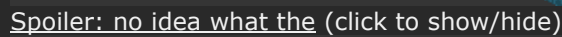
Let's Do this!

Spoiler: My name is Japa Eliskikrost, and I don't think I could possibly be any happier. (click to show/hide)



I mean seriously, I've got a wonderful bedroom, I've eaten a great meal, and my clothes are simply the envy of the entire fortress. I mean just look at the color, it's marvelous.

Spoiler: Honestly, I have (click to show/hide)





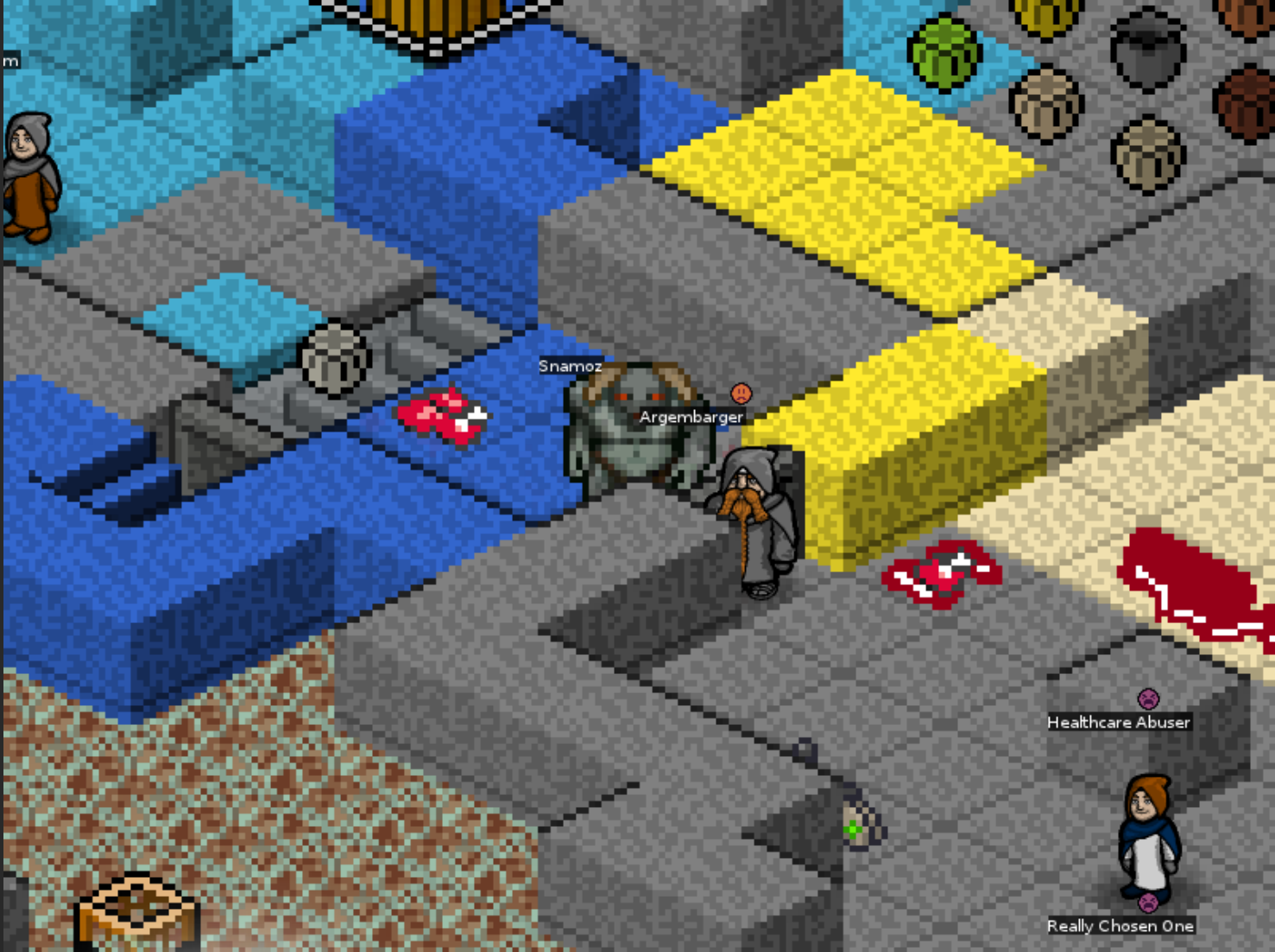
Spoiler: is so upset (click to show/hide)



Spoiler: about. (click to show/hide)

[illegible]

Spoiler: Also, we're under attack by a troll. The army has been dispatched. (click to show/hide)



Spoiler: I am overseeing the execution personally. (click to show/hide)



That taken care of, there is still the issue of the dining room.
Spoiler: It is positively atrocious! (click to show/hide)



Seriously, I can't eat here!
I have ordered that it be decorated.

Only, no sooner had I made that order than, well...
Spoiler: Vermin? In MY fortress? Not on my watch. (click to show/hide)



The militia has been dispatched.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ezk1** on **July 19, 2013, 10:18:20 am**

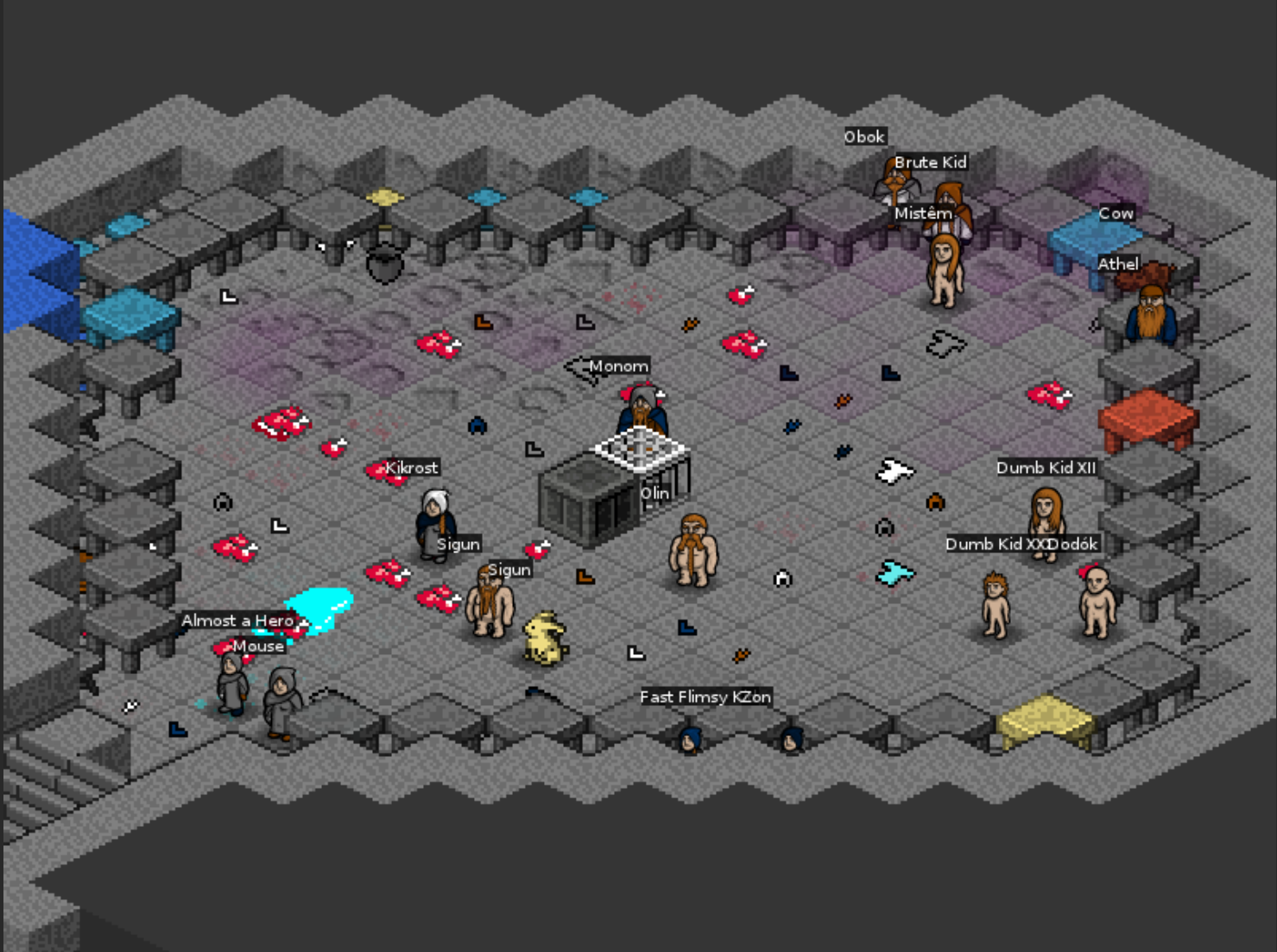
Good to see that fort havent gone totally ruined, well at least from the looks of your updates, also, that was our dining room?
No wonder citizens of Sparkgear are upset!

ps. What graphics mod are you using? Its quite good looking, thoug i like originals better :P

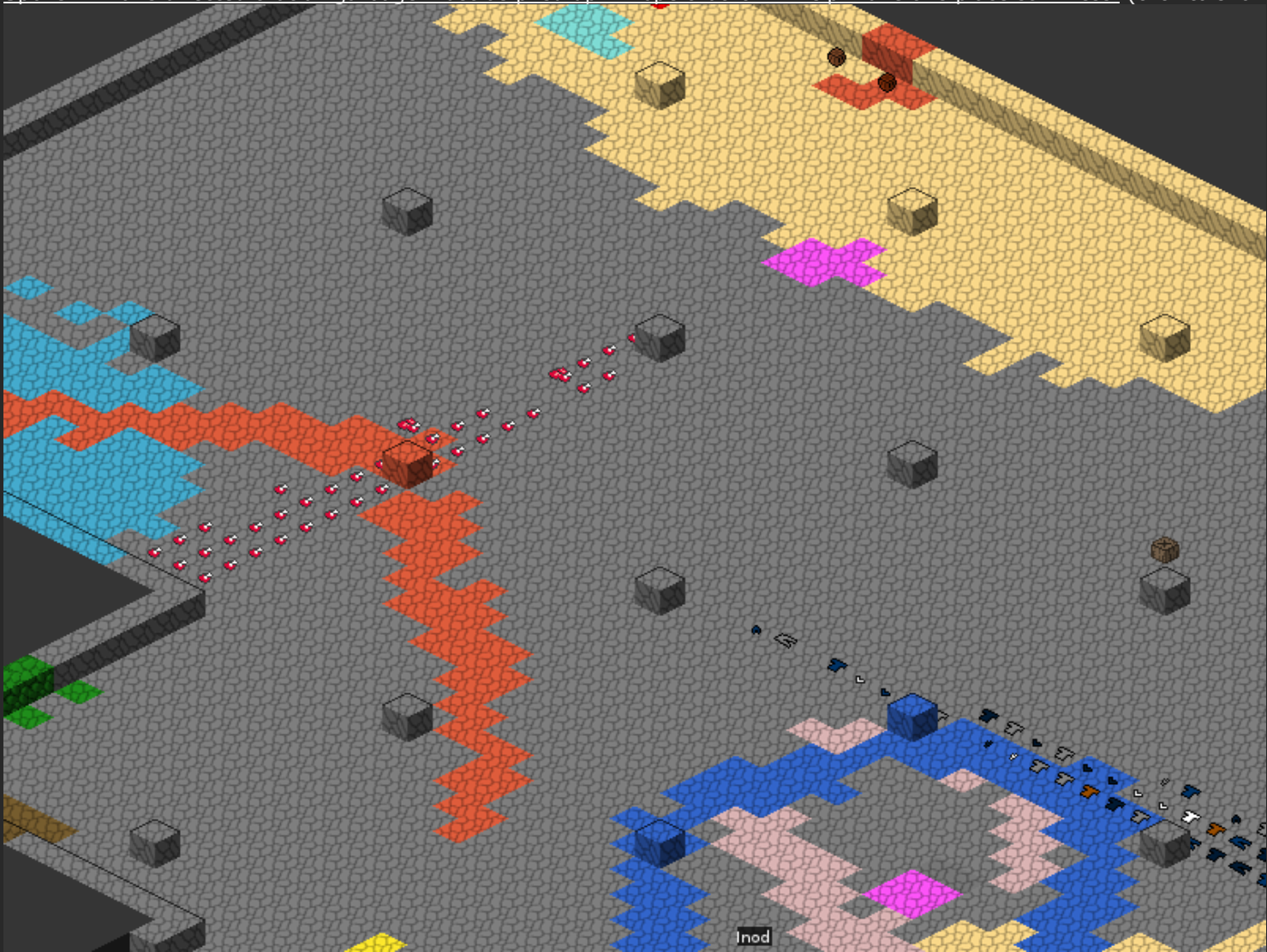
Title: **Re: Sparkgear XIII: Its back**
Post by: **Japa** on **July 19, 2013, 12:03:00 pm**

That would be stonesense. It's a part of DFhack.

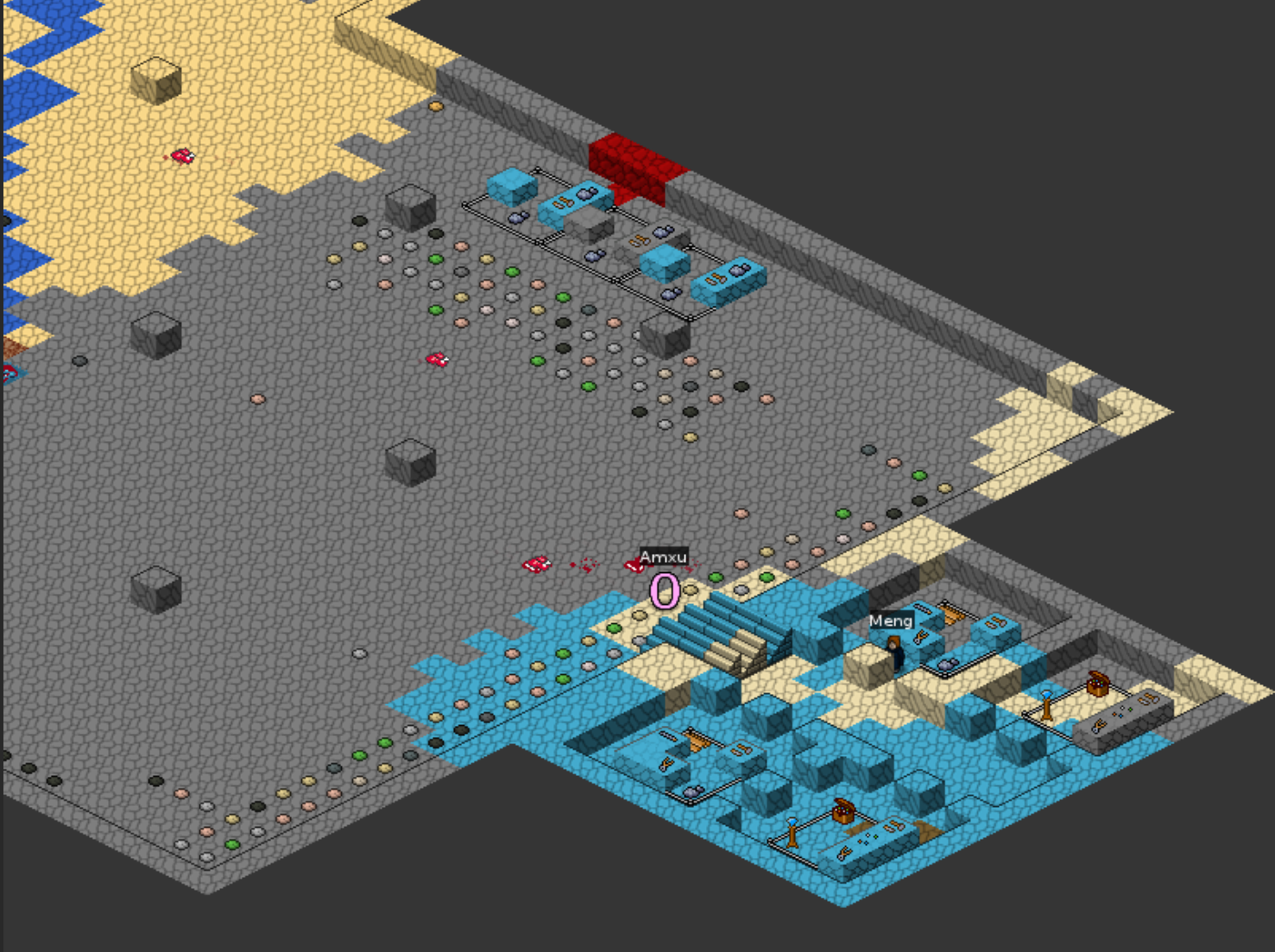
Spoiler: Work is going steady at decorating the dining hall. I do not know why we tolerate the nudists. (click to show/hide)



Spoiler: I have directed that all garbage must be piled up. I hope that it will help make this place stink less. (click to show/hide)



Spoiler: Unfortunately, our garbage-dwarves made an unsettling discovery. An orc commander has been wandering our fort, picking off dwarves one by one. I hope that our meager army is able to take him down, but I fear they may not. (click to show/hide)



Spoiler: A gallant dwarf finally managed to land a killing blow on the orc commander. Her old name shall be forgotten, as she will henceforth be known as Orc Slayer. (click to show/hide)



Spoiler: I do not know who it was that left this ramp here that leads out to the enemy. I only know that he has doomed us all. This may be my last entry. (click to show/hide)

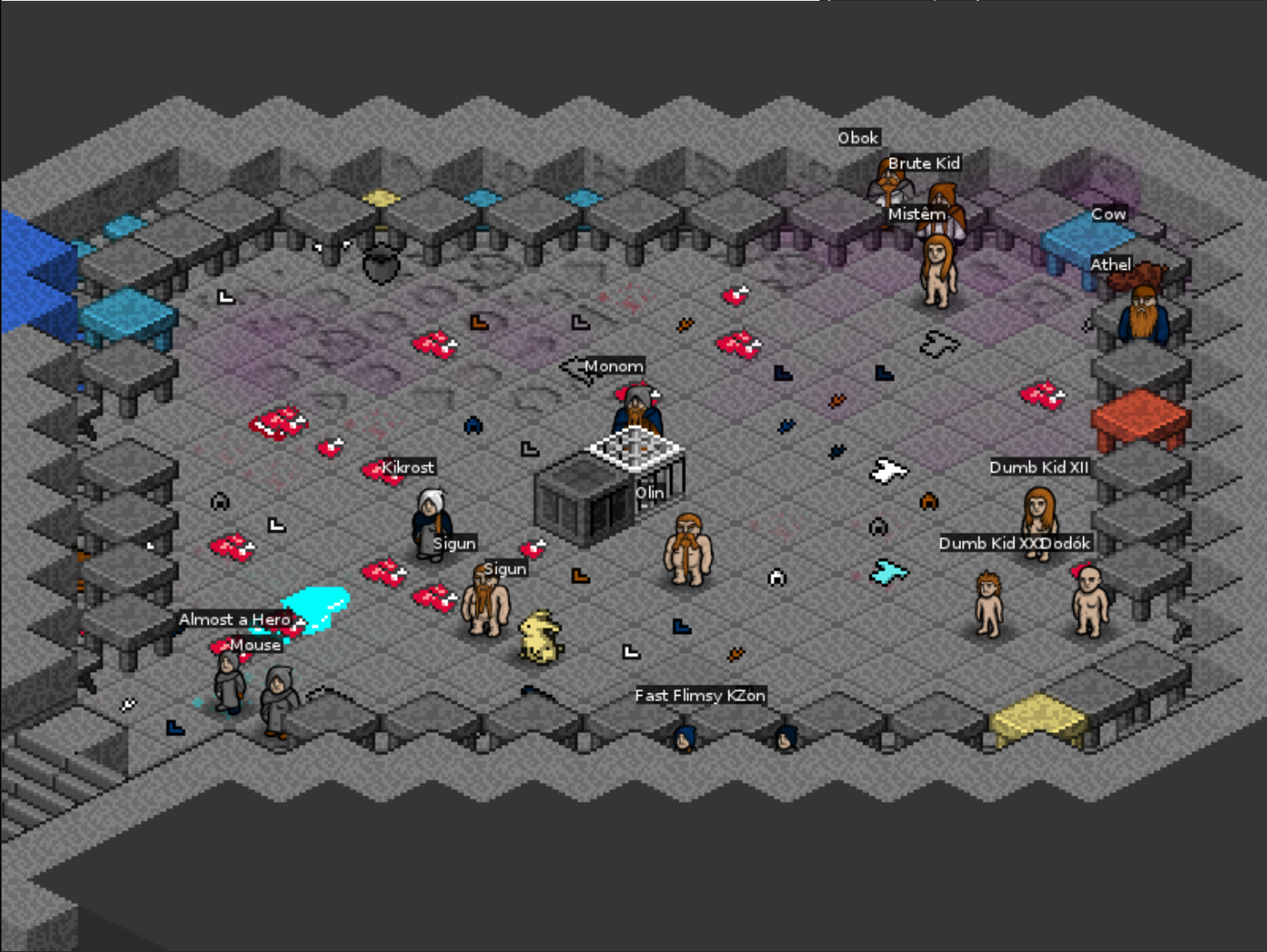


Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 19, 2013, 01:23:03 pm**

[Quote from: Japa on July 19, 2013, 12:03:00 pm](#)

That would be stonense. It's a part of DFhack.

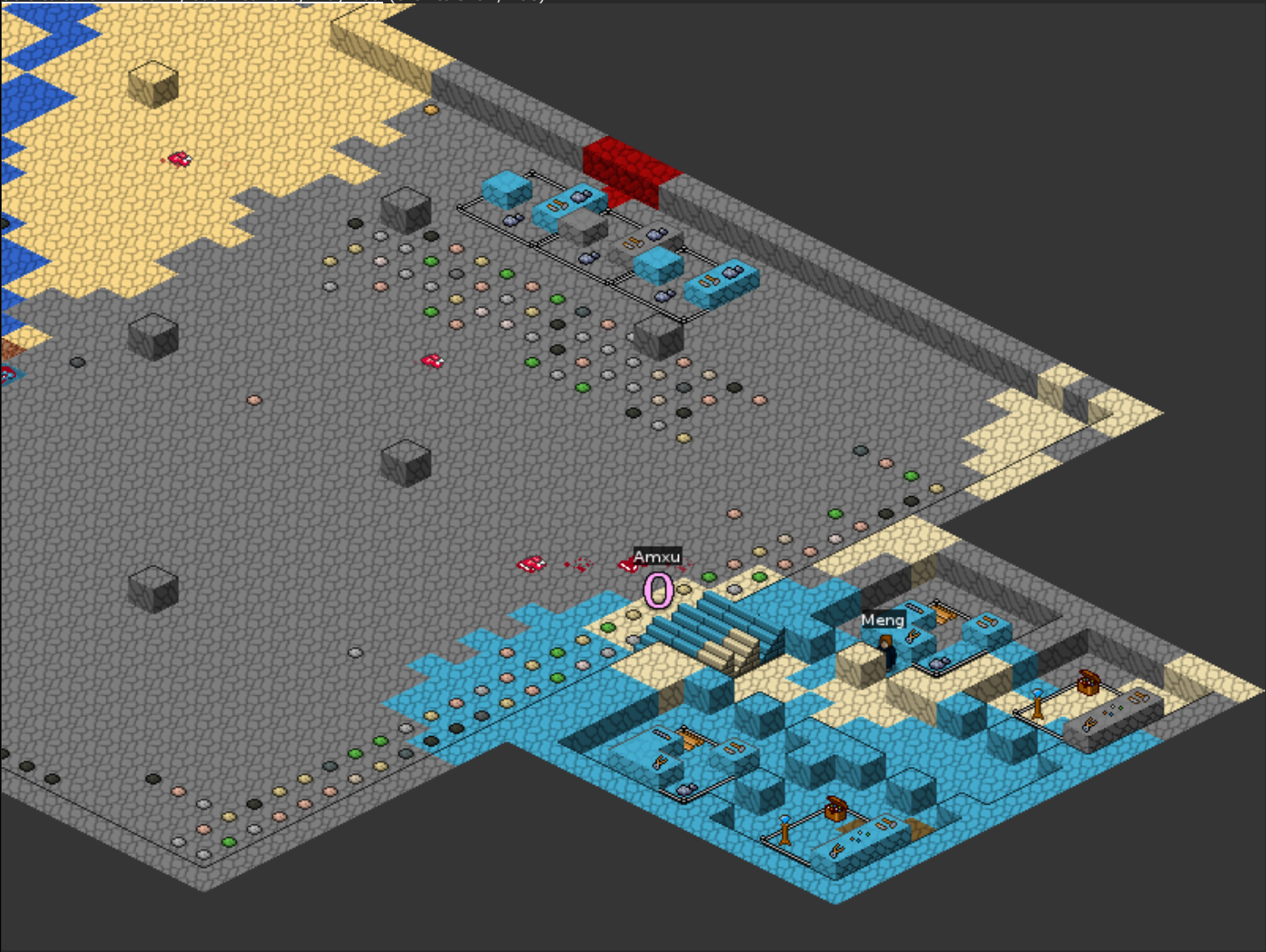
[Spoiler: Work is going steady at decorating the dining hall. I do not know why we tolerate the nudists. \(click to show/hide\)](#)



[Spoiler: I have directed that all garbage must be piled up. I hope that it will help make this place stink less. \(click to show/hide\)](#)



Spoiler: Unfortunately, our garbage-dwarves made an unsettling discovery. An orc commander has been wandering our fort, picking off dwarves one by one. I hope that our meager army is able to take him down, but I fear they may not. (click to show/hide)



Spoiler: A gallant dwarf finally managed to land a killing blow on the orc commander. Her old name shall be forgotten, as she will henceforth be known as Orc Slayer. (click to show/hide)



Did you stop the water flooding the fort? What about the water wheel? As to garbage, you can always create a garbage pit in the caverns. I think its better to have a large amount of miasma in a certain place. You can also apply magma.

Do we have nudist dwarves? I think we need to have some more clothing made.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Japa** on **July 19, 2013, 01:35:26 pm**



I am not worthy.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ezk1** on **July 19, 2013, 02:16:51 pm**

Aaw, well you did best, it would be fun if there would be more info from The Masters turn, to see what brought us to this conclusion. Also, i dont recognize this ending, does this mean dwarfes lost theyr will to move on?

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 19, 2013, 02:18:13 pm**

Did we just hit a new record for a Sparkgear being destroyed?

Quote from: Ezk1 on July 19, 2013, 02:16:51 pm
Aaw, well you did best, it would be fun if there would be more info from The Masters turn, to see what brought us to this conclusion. Also, i dont recognize this ending, does this mean dwarfes lost theyr will to move on?

I think this means the fort has been destroyed by or during a siege. It also means the fortress has been ruined before the release of the new version of Dwarf Fortress.

Alright. My turn is technically next, on Saturday. We can start Sparkgear XIV, or we can revert to the Master's save. Japa can do the revert, there are still about 10 hours left, right? Alternatively, we can revert to the turn before the Master's turn if the state is practically unplayable.

Be aware that as setting up a new fortress will take about 48 hours. **If we set up a new fortress, I'd like Japa's save after the fortress destruction.**

Edit Edit Edit **Edit** ***EDIT***

HOLY SHIT THIS FORTRESS OF SPARKGEAR XIII LASTED 13 DAYS REAL TIME!

SPARKGEAR XIII IS DEAD. LONG LIVE SPARKGEAR XIII!

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ieb** on **July 19, 2013, 02:38:36 pm**

The first Sparkgear sort of died in 5 days, due to HFS pop.
But they reverted that, I think.

Title: **Re: Sparkgear XIII: Its back**
Post by: **The Master** on **July 19, 2013, 02:39:35 pm**

I guess I really am that crazy! I managed to destroy the fortress in just hours!

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 19, 2013, 02:46:05 pm**

Quote from: Ieb on July 19, 2013, 02:38:36 pm
The first Sparkgear sort of died in 5 days, due to HFS pop.
But they reverted that, I think.

We cracked open the HFS in this fortress, but we did it carefully. I think after my turn, people got pretty much all the raw adamantine out above a certain point. The only raw adamantine left was left for attaching doors, for columns, and around the tube with the demons. None of the demons were ever let loose.

Do people think we should revert or go ahead and establish Sparkgear XIV?

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ieb** on **July 19, 2013, 02:53:32 pm**

I figure that if we actually had started to collapse the safe parts of the pipe on the demons with a solid plug, we could have checked it down a lot further for more adamantine. Will check just for the hell of it. EDIT TO THIS: There are 58 levels to go before MYSTERIOUS ROCKY PLAINS after the level where we had that unfortunate magma sea breach that killed 2 miners. Could have gotten a lot more adamantine from this pipe if the demons would have been dealt with.

And well, I'm fine seeing either a revert or a new fort. I think you should make the call, since you're the boss of this thing now. WE BELIEVE IN YOU.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 19, 2013, 03:13:42 pm**

Quote from: Ieb on July 19, 2013, 02:53:32 pm
I figure that if we actually had started to collapse the safe parts of the pipe on the demons with a solid plug, we could have checked it down a lot further for more adamantine. Will check just for the hell of it. EDIT TO THIS: There are 58 levels to go before MYSTERIOUS ROCKY PLAINS after the level where we had that unfortunate magma sea breach that killed 2 miners. Could have gotten a lot more adamantine from this pipe if the demons would have been dealt with.

And well, I'm fine seeing either a revert or a new fort. I think you should make the call, since you're the boss of this thing now. WE BELIEVE IN YOU.

Fine. Firstly, we need Japa to get us the wrecked save. In the meantime, I will look at the previous save(s).

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ezk1** on **July 19, 2013, 03:57:51 pm**

Well if you decide make new fort, make me next in line, as my turn would have been next. Maybe i can break record...

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 19, 2013, 04:23:12 pm**

Quote from: Ezk1 on July 19, 2013, 03:57:51 pm
Well if you decide make new fort, make me next in lane, as my turn would have been next. Maybe i can break record...

The rules basically say that if the fortress fails, everyone's turn might get pushed back between 24 and 48 hours, dependent on circumstances. Otherwise, the order is preserved. I'll try to make the front page layout a bit better.

An alternative I can do is to split the timeline and have two Sparkgear fortresses running at the same time - one being the new fortress, and the other being a salvage of this place from an earlier save. It is kind of appropriate that the 13th fortress falls on a Friday, 13 days after it is founded.

Edit: If we have an island that is inaccessible to any existing civilizations, and build an embark bridging it to an accessible continent, does the island then become accessible?

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ezk1** on **July 19, 2013, 05:01:09 pm**

Quote from: CaptainArchmage on July 19, 2013, 04:23:12 pm

Edit: If we have an island that is inaccessible to any existing civilizations, and build an embark bridging it to an accessible continent, does the island then become accessible?

What i have understand from Oceanbridge (<http://www.bay12forums.com/smf/index.php?topic=93958.0>Oceanbridge), that should happen.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 19, 2013, 05:58:02 pm**

That's good news. Does it matter if the fortress for Sparkgear XIV is not called Sparkgear?

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ezk1** on **July 19, 2013, 06:32:44 pm**

Forgot to change fort name, eh? Prop not, but you should find way then to make it clear that this is Sparkgear in someway. Like **Sparkgear** spelled front of gate (in a way of MEGA Project) or such.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Japa** on **July 19, 2013, 08:05:15 pm**

~~Wait, you guys want an upload of the failed save? I can do that, I guess. Just give me a bit to get it uploaded. I'd have done it already if I'd thought it was needed.~~

Here's the save, for what it's worth. (https://docs.google.com/file/d/0B_dqtirMCJvtaXRPZmw5cFpFc3c/edit?usp=sharing)

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 19, 2013, 09:17:45 pm**

Quote from: Japa on July 19, 2013, 08:05:15 pm

Wait, you guys want an upload of the failed save? I can do that, I guess. Just give me a bit to get it uploaded. I'd have done it already if I'd thought it was needed.

Here's the save, for what it's worth. (https://docs.google.com/file/d/0B_dqtirMCJvtaXRPZmw5cFpFc3c/edit?usp=sharing)

Thanks, the reason is the new fortress is established in the same world, if we do that.

Quote from: Ezk1 on July 19, 2013, 06:32:44 pm

Forgot to change fort name, eh? Prop not, but you should find way then to make it clear that this is Sparkgear in someway. Like **Sparkgear** spelled front of gate (in a way of MEGA Project) or such.

DEATHGEAR or HELLGEAR

I'm talking about a different name, such as

Title: **Re: Sparkgear XIII: Its back**
Post by: **The Master** on **July 19, 2013, 09:28:58 pm**

How about, It's-All-The-Master's-Fault?

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 19, 2013, 09:56:15 pm**

Quote from: The Master on July 19, 2013, 09:28:58 pm

How about, It's-All-The-Master's-Fault?

As it is, The Master's save is running at 20 FPS so the fort has pretty much hit FPS death. It is likely worse because of the amount of fluids flowing. I can revert to the save before the Master's turn, I could try a reclaim, or I can start a new fort.

If people want I can split the "timeline" and have a new fortress established in the same world as "Sparkgear XIV", but allow this one to continue from a use-able save. In this case I will skip my turn and move over to Sparkgear XIV. Players will stay on this save but be moved back 24 hours. Alternatively, they can opt to change over their slots to Sparkgear XIV. What do you think?

Title: **Re: Sparkgear XIII: Its back**
Post by: **Japa** on **July 19, 2013, 10:00:09 pm**

I think new fort, personally.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 19, 2013, 10:01:39 pm**

Quote from: Japa on July 19, 2013, 10:00:09 pm

I think new fort, personally.

I am looking into precisely that. However, at the moment I'm storing backup saves from Sparkgear XIII. I have a few duplicates, I think, so I will need to delete those to free up some hard drive space on my computer. Dwarf Fortress saves really take up a lot of space. They really do.

I will put up the new thread when it is ready. In the meantime, do you know how Sparkgear games get put up on the Hall of Legends? There's a link there to the whole lot.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ieb** on **July 20, 2013, 02:35:48 am**

I guess since the previous 12 are sort of LEGENDARY already, you'll need to reapply for this new Sparkgear.

EDIT: Which The Master already apparently did. He must want his legendary "what the fuck did i do, guys" to be remembered throughout the ages.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ezk1** on **July 20, 2013, 05:32:15 am**

Do new fort, i dont see any reason to try split in to two games, just confusing. Also, i dont see reason to change name cause its been Sparkgear all this way, why start changing now? Traditions, you know :P

Make me 2nd in line for new fort, dont matter how much you have to push turns back, get things set up properly.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 20, 2013, 04:01:24 pm**

We're establishing a fortress in the same world as the previous one. I'm going about setting the thing up now, but it will take a while.

Edit: It will still be recognizable as a Sparkgear game.

Edit2: I wanted to do some adventuring in this world to check out the ruins of the fortress. The task of getting to the fortress, however, is a bit difficult, as I haven't played adventure mode before for any significant period of time.

Edit3: I've done a few test runs for an adventurer in the Sparkgears world. I could do an exploratory tour of Sparkgear XIII for you, but it will not be possible to do as much as I would hope. The trouble is that the area surrounding the place, the GREATER area including the other mountain range is utterly devoid of moving creatures besides small animals, that I don't think you can eat unless you get REALLY hungry, there is a distinctive lack of any animals, even weak ones, that could cause any fun, when roaming around the outside. I have only run into one kind of creature: Humans. That is, unless you get to Sparkgear. DF adventure mode is kind of screwed until you get the ability to forage from shrubs, or fish, and the like. There are human settlements around Sparkgear, and you have to start at those in order to get to the place. That is do-able, but I can confirm I have had NO combat.

I do not think the fact that the demons are trapped in an adamantine tube will be respected once I get to the fortress. The place is likely to be a crazy mess inside, and full of hostiles.

Because of this, I have decided that Sparkgear and its contents are better left to a future reclaim. I'm now going to focus on setting up the fortresses the way I want them.

Title: **Re: Sparkgear XIII: Its back**
Post by: **The Master** on **July 21, 2013, 12:20:32 am**

This is very self-centered, but can I get an award for managing to COMPLETELY destroy a fortress in like three hours, when it took you guys over a week to make it?

Title: **Re: Sparkgear XIII: Its back**
Post by: **Ezk1** on **July 21, 2013, 04:50:35 am**

Well someone was destined to conclude this fort anyways, you just did it in quite fashionably way.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Sabretache** on **July 21, 2013, 05:31:12 am**

Quote from: Ezk1 on July 21, 2013, 04:50:35 am
Well someone was destined to conclude this fort anyways, you just did it in quite fashionably way.
Dwarf Fortress - the only place apart from the Imperium where death and madness is in style.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 21, 2013, 02:08:31 pm**

Alright, series of questions.

1) Mangrove swamps. I've found a mangrove swamp, but it has no mangroves. It just has regular trees. The normal swamp also has regular trees. WTF?

2) Do you want to have an oceanic embark, or a cold embark for Sparkgear XIV? I have preference towards oceanic.

I've also put up some of the awards on the front page.

Title: **Re: Sparkgear XIII: Its back**
Post by: **Sabretache** on **July 21, 2013, 03:55:34 pm**

Oceanic embark should be cool.

Title: **Re: Sparkgear XIII: Its back**
Post by: **CaptainArchmage** on **July 21, 2013, 09:24:40 pm**

Quote from: Sabretache on July 21, 2013, 03:55:34 pm
Oceanic embark should be cool.

Then I will set up an oceanic embark. I've been through Sparkgear's historical records, and corrected a few errors on the awards thingy. Argembarger never had more than one dwarf at the same time, but did actually hold the survival record for a named dwarf, counting time since arrival. If you only count time whilst named, Titus Drake wins the award. Because of this, I have put up two awards for each case. Titus Drake appears to have dehydrated or starved in the midsummer of 105, whilst Argembarger was killed in action during the siege.

I was going to run the new fort as The Infamous Flag (another dwarven civilization), because the name sounded good. However, I found The Boats of Mobbing are a bit more diverse in terms of appearance, so I'll establish the new fort using their civilization.

WEEEEEEEEEEEEEEEEEEEEEEEE'RE BACK!
Link to Sparkgear XIV: <http://www.bay12forums.com/smf/index.php?topic=128909.0>

Oceanic fortress between an island and the mainland. We're on the island. Original Thread Title says it all.

Title: **Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **CaptainArchmage** on **July 21, 2013, 11:11:41 pm**

SPARKGEAR XIV (TUNNELGEAR THE SPARK OF MACHINES)

Caution: This thread may contain vile language, graphic descriptions of violence, and extreme levels of hubris and megalomania. You have been warned.

With the fall of Sparkgear XIII, 13 days after the fortress was established (real time), Sparkgear XIV is being established in the same world.

Here's the link to the previous game: <http://www.bay12forums.com/smf/index.php?topic=128134.0>

Rules

(Copied over from Sparkgear XIII)

Quote from: nahkh on May 16, 2010, 05:32:15 am

Welcome to SparkGear the flashing, smashing DF sensation that will rock your world. You know how in all those BRAND X succession games some douchebag always drags out his turn across three weeks and everyone else is like GAWD GET ON WITH IT? In here, we curbstomp fuckers like that. Your turn is twenty four hours. Nothing more, nothing less. Got your dad's crappy old 286 that runs DF in realtime? TOUGH SHIT. Got work? Call in sick. Class? Fuck that. Sleep? FOR PUSSIES.

In classic SparkGear there is only one rule: Don't talk ab DURING YOUR TURN, YOU ARE KING. Your predecessor made an awesome megaproject? Put a dick on it. Steal his royal bedroom. Put his avatar on latrine duty. (But being a dick will get you treated like a dick, so BEWARE). If the last sucker left you with an unplayable save (even FPS wise, SO DON'T LEAVE STONE LYING AROUND), revert to an older save. AND YOU BETTER UPLOAD THE MOTHERFUCKING SAVE ON TIME, MOTHERFUCKER.

Make sure you label your levers.

That's right, turns last 24 hours, and only 24 hours. I'm making turn changeover at midnight, Tokyo time.

Actually, we'll make it forum time, just this time.

You may **EXTEND** your turn by 24 hours, but you must play the extension whilst drunk or inebriated or or suffering from a form of temporary and induced mental impairment, such as lack of sleep. You must call the extension during your turn. If you get this extension, all players will have their turns pushed back by 24 hours. Deal with it.

You may **MULTIPLAYER** this using one of the Telnet clients that were lying around, if they can work. If you're going to multiplayer the turn, make sure you say so on your sign up. If you extend the turn, all players must be drunk or otherwise inebriated whilst running the fortress.

If an **update** to Dwarf Fortress comes out, we will play the latest version no matter how bug-ridden it is, **unless** version compatibility is broken.

When the fortress dies, we will begin a new thread. The new fortress will be created in the same world, unless a game-breaking update comes out, in which case a new world will be generated. **48 HOURS** may be allotted to setting up a new fortress, **WITHOUT** any drunkenness requirements. **Be sure to upload the save after the fortress falls.**

Once your turn is finished, you may sign up for another turn.

I may be giving out some awards when this is done. I will not give details as to what the awards are, but they will either be given to a dwarf in the game, or to a player.

NEW RULES FOR SPARKGEAR XIV:

In general play, you may use DFhack for aspects of fortress management, such as to manage dwarves jobs. You may also use DFhack to perform bugfixes such as for the growth bug, item teleportation bug, fixing diplomats, fixing traders, and so on. You may also use DFhack to perform an FPS-saving repair such as preventing the ocean draining into an aquifer, but please tell us if you do this. Larger-scale DFhack actions may be authorized.

The individual setting up a new fortress may use DFhack without authorization to do some crazy stuff, even altering the way the game plays. The intention will be for the edited stuff to remain in permanent play, at least until someone decides to build their royal bedroom over it. If this is done, the player base should be informed. Creativity is encouraged.

It is acceptable to abuse bugs in the game, for example item teleportation.

Hospitals should not use coffers or chests if any adamantine mining or processing is attempted, unless running DFhack in a mode that prevents metal threads being used. I do not know if this exists (yet).

Quotes and Screenshots

-None yet-

Prologue

There are fourteen dwarven civilizations in The World of Cyclones:

- The Boats of Mobbing (Kogan Odgúb)**
- The Mint Net (Gitnukkib)**
- The Everseeing Boats (Iluskogan)**
- The Mortal Treaty (Tunomilral)**
- The Infamous Flag (Sedishsolon)**
- The Chamber of Crowding (Mafol Thad)**
- The Living Abbey (Thunenkulet)**
- The Gorge of Lightning (Erib Giken)**
- The Contingent Rack (Mingtuthled)**
- The Staff of Emancipating (Nomal Kastol)**
- The Snarling Mountain (Desisonol)**

The Walls of Purifying (Adil Enam)
The Romantic Oil (âbiruzol)
The Gorge of Finding (Erib Atöl)

In the year 100, a rebellion erupted within the ranks of the royal guard of The Everseeing Boats. It failed, and the leader, 'Female Caligula', was sent to establish a new outpost in The Sombre Hills to the north of the mountain range dominated by The Everseeing Boats. This became the great fortress of Sparkgear.

Following some sieges, the risen undead Caligula took over the body of one of the miners on the expedition and led a heroic expedition into the depths, extracting an immense quantity of adamantine and revealing the interior of an adamantine tube without endangering the fortress. While the successor to the fortress, Ieb, utilized the metal, when the Master took over the fortress underwent a great cataclysm and was destroyed soon after, in the year 105.

Nonetheless, Sparkgear was but the first significant bastion of dwarven civilization outside the Mountains. The Alliance of the fourteen dwarven nations sent colonists to the lands surrounding the mountains, establishing farming outposts, mining outposts, and military fortifications. With the discovery of the hollow adamantine tube, the dwarves set their sights even further down and further out. Adamantine was not only to be found in the mountains, it could be found anywhere and everywhere and it served as a gateway to some other place. That other place was clearly dangerous, but no-one had seen its true nature.

Map of the locations of The Boats of Mobbing, The Romantic Oil, and the Land of Dreams

In the year 105, when the fortress of Sparkgear fell, The Boats of Mobbing sent a diplomatic expedition to the The Infamous Flag to organize the new colonization effort in the eastern region of the world. As The Boats of Mobbing were better prepared, the preparation expedition journeyed to the Romantic Oil, a civilization in the sparsely inhabited eastern region of the world. Oceanic travel had increased dramatically since Sparkgear, and the expedition crossed three oceans during their journey to the Romantic Oil. A key location was The Land of Dreams; it was an island, only accessible by boat, in the Seas of Hope. The Seas of Hope were surrounded by many volcanoes, but the island was otherwise free from enemies. It was the perfect location for a new dwarven city. The Everseeing Boats had supplied their intelligence on the adamantine, and The Romantic oil closest civilization to the seas, was willing to furnish some settlers.

On the return journey, disaster struck the travelers.

TURN LIST

(Some signed up turns carry over)

1st Turn: CaptainArchmage (establishing fortress)
Saturday 17th August 2013 (2nd Turn): Ezk1 (Skipped)
Sunday 18th August 2013 (3rd Turn): griffinpup (Skipped)
Monday 19th August 2013 (4th Turn): ~~Master~~ Gnorn
Tuesday 20th August 2013 (5th Turn): The Master
Wednesday 21st August 2013 (6th Turn): Vinedragon
Thursday 22nd August 2013 (7th Turn): Necrish
Friday 23rd August 2013 (8th Turn): bp920091
Saturday 24th August 2013: Probably CaptainArchmage
Sunday 25th August 2013: Gnorn
Monday 26th August 2013 & Beyond: Free!

~~Dates will be added when the fortress has been properly set up and is ready to go.~~
Dates have been added. Hopefully this can get going now!

Players for Dwarfing

Sabretache as Douglas McArthur
Kourne

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **CaptainArchmage** on **July 21, 2013, 11:13:21 pm**

WARNING
THIS LOG CONTAINS OFF-COLOR
LANGUAGE,
VIOLENCE (against everything),
GORE,
AND ENVIRONMENTAL DEVASTATION.
IF EASILY OFFENDED
SCROLL DOWN TO THE YELLOW LINE
YOU HAVE BEEN !!WARNED!!

Count Fuck the World's Journal
1st Granite, 106
A pox upon those goblin fiends for shooting up my
ship!

Avast ye goblin scum! Count Fuck the World stands shipwrecked upon a shore, his ship foundered and his temper blown. What kind of elven shit went into that FUCKING vessel? Next time I see those people, they’re going to be sucking on a FUCKING wood pole down their throats. When I finally get around to catheterizing the fiends, they will be shitting sideways for the next few years. I don’t care whether they’re fiends or treehuggers. They’re gonna FUCKING pay.

I’m pissed, but I think we can salvage this. We got a weaponsmith and a mechanic, two miners, a carpenter, and a planter. I salvaged some of the goods. We have one wagon with an anvil, some ore, and some coal. We have about 40 units of alcohol, and 6 plump helmets. We also salvaged some seeds, and a few barrels of kangaroo and camel milk. We can process that into cheese to survive.

The FUCKING island we’re shipwrecked upon is known as The Land of Dreams, and it also happens to be a target for future settlement. The shore of the mainland is within sight, however. I suppose it is time to erect my glorious legacy upon this land.

We’re FUCKING alone on an island (except for the rest of us), but I can still certify the mapmakers as FUCKING tree-hugging idiot elf-sympathizer buffoons who should be consigned to scraping elephant shit out of the dining halls. We’re supposed to have some God-Damn FUCKING mangrove trees around here in a FUCKING mangrove swamp, but I don’t see no FUCKING mangroves. Did those FUCKING arseholes just make this shit up? It looks like a FUCKING normal forest to me. Somebody needs to get those cocksuckers a stern lesson in the difference between a FUCKING swamp and a FUCKING forest because next time, we’re going to have an expedition to a FUCKING TROPICAL JUNGLE go to a FUCKING GLACIER.

Wait, if the map-makers were mistaken about the FUCKING mangrove swamp, could they have been FUCKING mistaken about the island being uninhabited. What could exist here?

7th Granite 106

We’ve finally got the FUCKING milk turned into cheese. Some of the white quartzite we salvaged from the wreck has been converted into blocks that can be used to build some of the fire-safe buildings we need to manufacture proper metal. In the meantime, we will have to live on the surface, as all digging implements were lost in the wreck.

1st Slate 106

It is quiet, far too FUCKING quiet. The only living things we have seen in the area are the crab people on the mainland. I think we should start arming ourselves. Master Greatbeard, the Bladeforger, says that we have recovered enough coal and ore from the forge room of the wreck to make some weapons.

Naturally, I took up the role of Militia Commander. I am also the fucking broker, since nobody else knows how to cut deals like me. Axis Intellentia, the Tech Wizard, is now the manager, one of the carpenters will be the chief medical dwarf, and one of the miners is now the bookkeeper. Hell, we aren’t digging anywhere soon. The cedar logs we recovered from the wreck has been carved into beds, while the rest of the wood is being used to build us some houses on the surface.

Axis Intellentia said he could obtain some surface plants to grow, so I had him do that. He returned with a fucking sugar cane and some plant called “hemp”. What is this I don’t even?

It was processed into thread and seeds, so we can plant some things at last.

1st Felsite 106

We built three houses, one for me and most of the others, one for A.I., and one for Greatbeard right next to the forge. That is all. Greatbeard said he will try to get some of the metal worked this month.

1st Hematite 106

The farms are up now. We are also growing things called “sweet potatoes”. I do not know what they are but they make good alcohol.

Master Greatbeard put up a “No Trespassing, man” sign over the hemp plantation and started growing sugarcane in his house. I am concerned about his sanity. However, we now have two halberds and two picks. I am told halberds can be used to cut trees, which is fine. The miners are going out to cut down some trees now, man. I want the Bladeforger to make some more weapons for us to PUNCH HOLES IN THOSE GOBLIN BASTARDS SO THEY SHIT SIDEWAYS!

26th Hematite 106

AVAST! Some more dwarves on the horizon! It looks like the ship’s medic and his family are here! They made it out of the wreck! Today is a good day to be Count Fuck the World! I’m having a house built for them out of teak, next door to Master Greatbeard.

I decided that having a few houses on a beach isn’t enough, so I’m having a tower built. I’m calling it Fortress Fuck the World. It will be MY FUCKIN TOWAH and NO FUCKING TREEHUGGERS NOR ANY GOBLIN FIENDS ARE GOING TO LAY SIEGE ON IT ON MY WATCH.

18th Malachite 106

I’ve made a few observations, and I’m not happy. Not happy at all. Firstly, the daughter of the ship’s doctor is 17, but nobody filled out the right paperwork, so she is still considered a “Dwarven Child”. That better be corrected soon.

Secondly, we’re running low on wood, and my tower has still to rise. I have ordered more trees cut down to remedy the situation.

19th Malachite 106

The fucking bureaucracy was FINALLY sorted out on îton’s 17th birthday. We finally have a full dwarven citizen ready to participate in society. I hope she will exchange places with one of the miners in cutting down the trees.

7th Galena 106

I’ve made some makeshift living arrangements for îton. It is difficult to get another house up while building the tower.

I still haven’t ordered any digging down. I believe we should secure the surface of this island before we risk drawing attention to ourselves. I’m also having a trade depot built. We don’t really have any trading goods yet, but I can make some crossbows to sell.

18th Galena 106

We have a dire lack of any kind of exercise equipment to keep our muscles in shape. Whilst forging weapons, planting and harvesting seeds, making furniture, and building a tower works our muscles, we're not getting anywhere near the level of exercise I would like. I'm putting on weight, and if I don't get a good workout in, my muscles are going to atrophy! I've decided to take action before it is too late.

1st Limestone 106

Just in time for Autumn, my gymnasium is finished!

Just in case any traders arrive, I installed some pillars to guide them in. They do not need to take a detour over the entire island to get to our depot.

I was hoping we could extract some clay from the ground to provide more building materials, but we cannot use "silty clay loam" for this purpose. The useful clay is on the other side of the ocean.

17th Sandstone 106

Finally! We sighted some of the shipwrecked survivors from the D.I.V. Magmatlantis!

Here's the full list of new arrivals:

- "Necrish" Avuz Kolikal, Boyer (female): one of the ship's crossbow-makers and also a skilled hunter and marksdwarf.
- "Kourne" Zon Shetbêthkonos, Woodworker (female): Another one of the ship's marksdwarves and woodworkers.
- "bp920091" Fikod Inethlanggud, Peasant (male): Hammerdwarf squad.
- "The Master" Catten Agiteb, Metalsmith (female): One of the ship's blacksmiths under Master Greatbeard, competent hammerdwarf.
- "Gnorm" Deler Mountainrights, Fishery Worker (male): One of the fishery dwarves who helped keep the Magmatlantis stocked with fish.
- "Douglas McArthur" Blackadeblushes, Fishery Worker (male): Axedwarf captain on the Magmatlantis
- "Ezk1" Rigòthmafol, Farmer (female): Speardwarf captain on the Magmatlantis
- Zon Galleyashes, Dwarven Child (female)
- Fath Silverygifts, Dwarven Child (male)
- Mafo Tongsgold, Dwarven Child (male)
- Sodel Glovedoor, Dwarven Child (female)

We're going to need a lot more housing now.

Note by CaptainArchmage: D.I.V. Stands for Dwarven Imperial Vessel

23rd Sandstone 106

I immediately re-assigned some of the major jobs when the migrants came. "Vinedragon", the ship's doctor who made it to our settlement in Hematite, is now the Chief Medical Dwarf, as he is also the only individual with any medical training. Medical expertise is apparently pretty fucking important when it comes to being a doctor.

"bp920091" the hammerdwarf is now our sheriff of our Fortress.

I picked "The Master" as our Hammerer. "The Master", a pupil of Master Greatbeard the Bladeforger, is kind of a polymath of metallurgy. She isn't skilled in the art of weapon smithing, but rather has novice competence in all other areas of metalsmithing. This makes her the most competent individual we have for blacksmithing, metalcrafting, and armoring. Better still, she has military skills and is a competent hammerdwarf, and a novice and the use of the shield, the use of armor, and dodging. I appreciate that the one who shall dispense dwarven justice upon the fiends who sunk the Magmatlantis is both skilled in the use of hammers and the manufacture of the other metal items we need.

Finally, Douglas McArthur is the new militia commander. Wait what? Maybe I was too drunk at the time, but I'm used to taking a crossbow or two into battle with my own initiative. I've assigned myself to be a miltia captain, and I'm the squad leader of The Constructive Charms. Sexy. Everyone except Necrish, who brought her own crossbow (made out of mithril), will be using the crossbows I just made. Now, we just need to find some ammunition.

Douglas McArthur will lead The Golden Roars, but I don't have any spare equipment for him since all our halberds are in use by our woodcutters.

I found The Master standing around our landing site and muttering to herself about the elves causing the Sparkgear Cataclysm, at the fortress of Sparkgear which fell last year. I had heard a rumour while our the expedition left the Mountainhomes that in Sparkgear, most of the walls and floors on the ground floor had suddenly been ordered for deconstruction, which caused the surface architecture to crumble and cause devastation, including holes punched into the underground regions of the fortress. I consulted Master Greatbeard, who said we should put up some supports in buildings, since supports will not be removed in such a situation, and they can hold up the upper levels of the fortress. I've ordered some supports installed around my tower, just in case.

We're running low on the fucking trees, and the frontier of the forest becomes ever more distant. I think we'll need to strike the earth properly now. The trouble is the miners have been cutting down trees all year.

28th Sandstone 106

Today, Master Greatbeard told me that Axis Intellentia was hidden in his room, muttering something. This is a strange phenomenon! I thought dwarves needed to be exposed to large spaces underground for these to happen! We haven't been fucking underground for months now, at least since we left The Romantic Oil.

Here is the lore from the Tome of Artefactes:

But one dwarf may be under the influence of a strange mood at once, and the dwarf may make but one artefact in his or her lifetime. A community of at least twenty eligible dwarves is required for a mood to strike, and a mood can only strike if the number of artefacts made by the fortress has not reached an upper limit. The limit on artefact production in a settlement is set by the lower of the number of items created divided by a hundred, or the number of revealed underground sectors.

Note by CaptainArchmage: I've taken this information from the Wiki and archaified the writing style.

According to the Tome of Artefacts, as we have not struck the Earth, so we should not be having any strange moods! The lower limit of artefacts would be zero!

4th Timber 106

Maxim Emin struck the earth beneath Fortress Fuck the World today. We have a layer of loam, a layer of silt, a layer of fire clay, and finally a layer of silty clay loam before the Bauxite bedrock. This is good news! We can extract the fire clay to finish off the walls of our fortress.

6th Timber 106

We built a Mechanic's Workshop and Axis Intellentia claimed it, grabbed the boulder of Bauxite at the bottom of the stairwell, and began work on something.

I'm now going to design a kiln so we can issue orders for clay collection.

9th Timber 106

"bp920091" finished building the kiln today. Meanwhile, I got try out my new gymnasium.

Because wood components were used, the setting is far too low for my preference. However, it is better than nothing.

10th Timber 106

Today, Axis Intellentia finished his artefact - bauxite mechanisms! Now I can fuck the world properly with The Subtle Bends. As they are made out of Bauxite, they are magma safe and can survive the fucking heat.

5th Moonstone 106

This is going to be my last log. The dwarven traders came and we sold some of the wooden corkscrews for more food, booze, animals, metal, and leather. I've just negotiated a trade agreement with the Mountainhome.

We finished the roof of the gymnasium, which is now my bedroom. I want to have it moved up a story though.

We dug down and created a farming area and a storage area. We also hit a vein of native copper.

We now have a lot of spare fire clay.

Finally, we had a lot of kobolds. I've had the artefact lever installed in the last roof level.



SAVE: <http://dff.d.wimbli.com/file.php?id=7906>

Possible bugs: We only have 4 crab people as wild creatures. They have been there since the beginning. Not sure why nothing else is spawning.

-Post Reserved-

You can go ahead and post your stuff now.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **The Master** on **July 22, 2013, 12:15:10 am**

GIMMIE A TURN DAMN IT!
please?

If possible, name a dwarf The Master and give him the profession of Resident Psychopath.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **Sabretache** on **July 22, 2013, 01:24:03 am**

Requesting a dwarf: Douglas McAuthur. Profession: Military?
I may wish to take a turn but don't put my name up or anything.

This fortress shall never fail!

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **Kourne** on **July 22, 2013, 02:30:52 am**

If possible I want to be dorfed, profession of your choice.
Maybe I have read over it, but what's the plan for the starting area?

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **Ezk1** on **July 22, 2013, 03:40:38 am**

Quote from: Kourne on July 22, 2013, 02:30:52 am
Maybe I have read over it, but what's the plan for the starting area?

There was a plan?

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **Vinedragon** on **July 22, 2013, 04:19:50 am**

Welp, i'm definitely joining in. SIGN ME UP

Also, am I reading this right? Damn near anything goes?

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **CaptainArchmage** on **July 22, 2013, 02:10:18 pm**

Apologies for the wait. Its going to take a bit for me to sexify the embark to the extent that it should, and this requires some learning of DFhack.

I can confirm that you will have some DFHack'd stuff in this embark. I can also confirm that its not going to be of the "metric fuckton of adamantine wafers" kind of DFHack'd stuff.

Quote from: Vinedragon on July 22, 2013, 04:19:50 am
Welp, i'm definitely joining in. SIGN ME UP

Also, am I reading this right? Damn near anything goes?

As in the post, you are king for your turn to do what you want, unless it writes so in the rules. However, when your turn is over, if you have been a dick other people might be dicks too. For example, by putting your tomb in the garbage pit or in the sewers.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **Necrish** on **August 16, 2013, 02:35:37 am**

well I'll sign up for a turn- and I learned my lesson on ~~Exultationhexed~~- err cheese-furnace don't play with old programs while involved in a succession game. It's murder on the operating system. Nothing says !!fun!! like new ways to corrupt your BIOS...

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **CaptainArchmage** on **August 16, 2013, 07:02:30 am**

Quote from: Necrish on August 16, 2013, 02:35:37 am

well I'll sign up for a turn- and I learned my lesson on ~~Exultationhexed~~- err cheese-furnace don't play with old programs while involved in a succession game. It's murder on the operating system. Nothing says !!fun!! like new ways to corrupt your BIOS...

How did you even manage that?

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **bp920091** on **August 16, 2013, 02:26:26 pm**

24 hours for a turn? Sounds great. I'll take a spot.

Do I get bonus points for playing drunk during the first day?

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **CaptainArchmage** on **August 16, 2013, 03:08:13 pm**

Quote from: bp920091 on August 16, 2013, 02:26:26 pm

24 hours for a turn? Sounds great. I'll take a spot.

Do I get bonus points for playing drunk during the first day?

No. As it is, I need to choose between getting this thing going and gateivory. gateivory can wait for now. I tried playing a bit of the setup for Sparkgear XIV, but it got heavily delayed. I think I may play and put the save up for this weekend though. There WILL be outstanding players from the last game, which rapidly went to hell after The Master ordered most of the constructions at ground level to be deconstructed.

Edit: OK I hope to have the game done soon, so the next person should be playing on Caturday (**MWAHAHAHAHAHAHAHAHAHAHA**). I will hand it over then and allow the players approximately 24 hours.~~This time, please don't designate everything at the ground level for demolition.~~ Fuck that its going to happen anyway.

Edit2: I have the first half of the year up now. I'll do what I can to finish this and get some images up.

Edit3: It may take me until early tomorrow to have the fort in the "good to go" state (1 year startup). Hopefully I can finish quickly, I have 100FPS and that's my cap.

Edit4: I will take a bit longer to get it to 1st Granite, so a full year of setup is there. Everyone has a named dwarf, I think. In fact, all dwarves save one adult and the four children are named. I've reassigned some of the noble positions, Vinedragon is now the Chief Medical Dwarf (was Ship's Doctor), bp920091 is now the Sheriff, the Master is now the Hammerer, and Douglas McArthur is likely to become either the Militia Commander or a Militia Captain.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **Gnorm** on **August 16, 2013, 08:27:22 pm**

This sounds like its going to be a chaotic, confused, tantrum spiral right into Hell!

I'll take the 25th.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **CaptainArchmage** on **August 17, 2013, 03:23:27 pm**

Quote from: Gnorm on August 16, 2013, 08:27:22 pm

This sounds like its going to be a chaotic, confused, tantrum spiral right into Hell!

I'll take the 25th.

Sorry about the mess. I've updated everyone, I think.

SAVE IS HERE: <http://dff.d.wimbli.com/file.php?id=7906>

Kobolds came early. We don't have much created wealth.

Ezk1 YOU ARE NOW UP.

Edit: Just messaged Ezk1

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **Sabretache** on **August 17, 2013, 06:33:51 pm**

Yarr! By my beard matey, that twas a marvelous update.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **CaptainArchmage** on **August 17, 2013, 09:15:33 pm**

Quote from: Sabretache on August 17, 2013, 06:33:51 pm

Yarr! By my beard matey, that twas a marvelous update.

I kind of burned out at the end. Nobody died in the kobold attacks, and nothing was stolen, but it was kind of surprising. Then I had to plan out the underground.

Next person up, this place needs walling off.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **Gnorm** on **August 18, 2013, 08:34:09 pm**

Why hasn't the next person posted?

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **CaptainArchmage** on **August 18, 2013, 08:52:42 pm**

Quote from: Gnorm on August 18, 2013, 08:34:09 pm
Why hasn't the next person posted?

OK, fine. I'm doing an urgent change of the order. Gnorm, are you able to take a turn for Monday 19th August?

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **Gnorm** on **August 18, 2013, 09:24:16 pm**

Quote from: CaptainArchmage on August 18, 2013, 08:52:42 pm
Quote from: Gnorm on August 18, 2013, 08:34:09 pm
Why hasn't the next person posted?

OK, fine. I'm doing an urgent change of the order. Gnorm, are you able to take a turn for Monday 19th August?

That *should* be all right. It's based on the forum time, right?

EDIT: I will indeed take this turn.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **Gnorm** on **August 19, 2013, 02:01:19 am**

I have the prologue for my turn written; actual gameplay sections will follow soon.

From the notes of “Gnorm” Deler Mountainrights, found written between the lines of a Dwarfish hymnal:

Introduction:

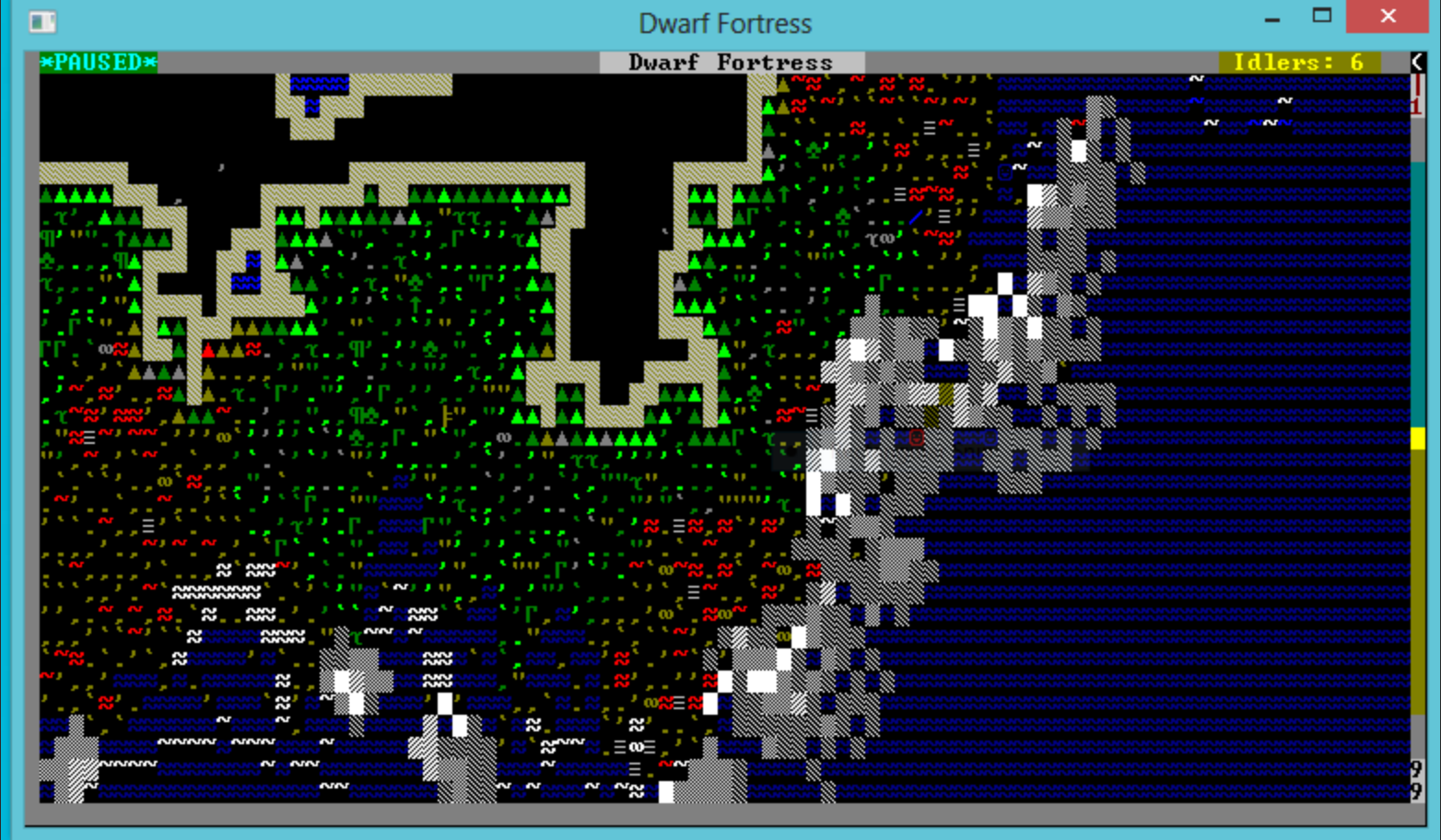
Well, I’ve finally found a means and an excuse to write down the happenings of my life. Our great captain took almost all of the surviving paper, pens, and ink for himself after the crash, I was forced to get creative, something that I find I’m fairly adept at. I found that the doctor’s daughter lost her beloved hymnal in the crash, and, after some careful searching, I now have some paper on which I can write. At the fishery, I took one of the fish bones to fashion a sort of crude pen; the blood of the fish, mixed with some soot from the furnace, has given me a supply of ink.

But I’ve certainly gotten ahead of myself, haven’t I? My current story truly begins almost 6 years ago, when I, under the guise of a retired scribe of the king, sold some information to a rebellion leader in The Everseeing Boats, only to pocket some extra money by revealing their plans to the loyalists. After that, I adopted the identity of a simple fishery worker. The details of my current guise I have written below:



After laying low for a few years, occasionally performing a minor smuggling operation here and there, I decided to expand my criminal activity into the new frontier. Being that I was a “fishery worker,” I easily found myself a spot on a D.I.V. under the command of a dwarf who insisted on being called “Count Fuck the World.” Our mission was to survey the Land of Dreams, and to return with the information. I found the island to be a decent location for a smuggler’s cove, and I was ready to return to the Mountainhome, adopt a new identity, and begin my plans.

On our way back, however, our ship ran into disaster, and we crashed on the island shore; I was separated from the captain, and met up with him later. I’ve heard from the other dwarves that his official excuse for the crash is a goblin attack, but we all know the truth. Count Fucks Himself was particularly drunk that day, and decided that it would be a swell idea to steer his ship with his dick. Long story short: we’re here.

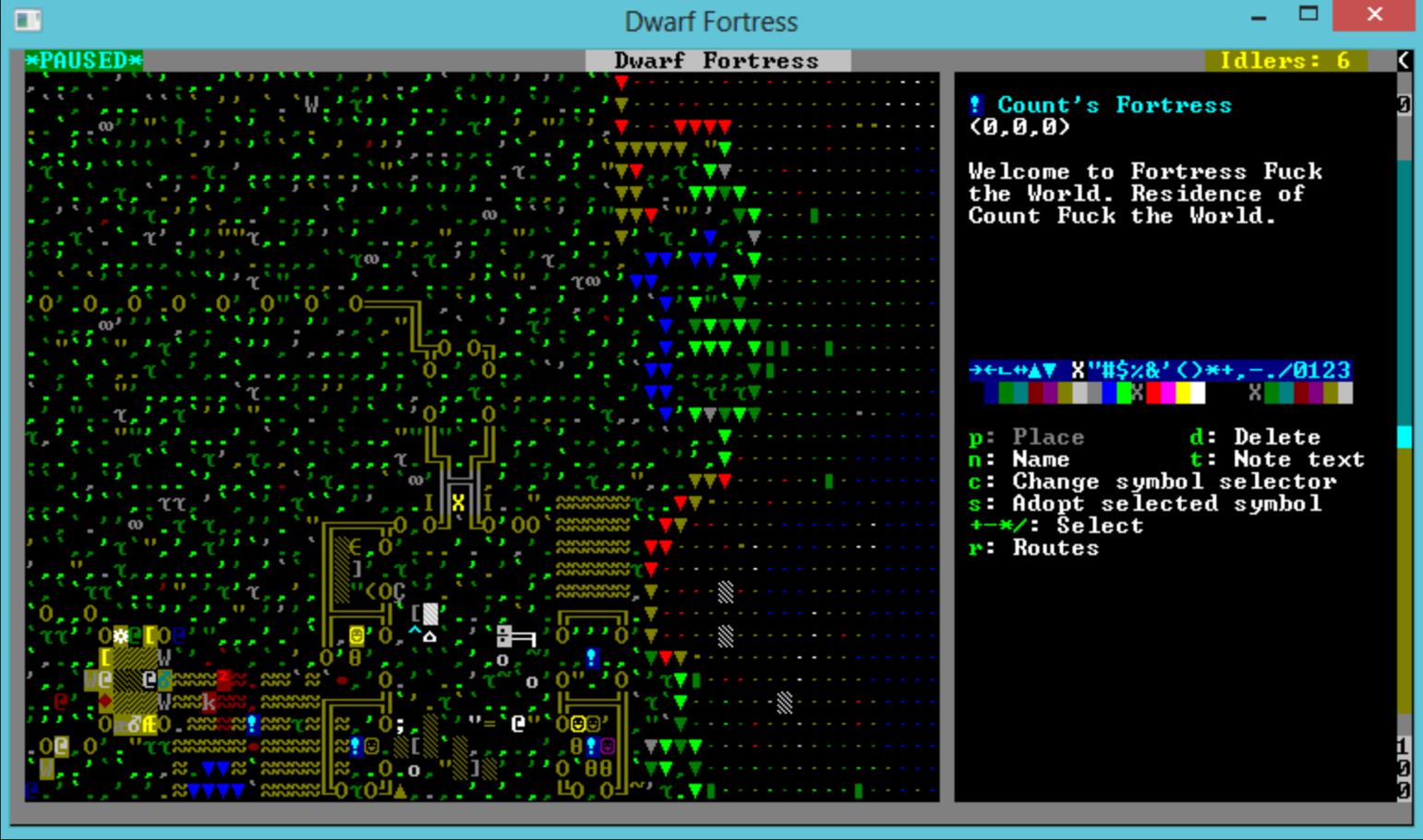


M. le Comte has occupied his time with building himself a rather tall tower, instead of occupying himself with more important matters. Realizing that their leader was a narcissistic asshole, the surviving crew elected a new, far humbler leader: Gnorm, the fishery worker. I see this island as an opportunity to grow rich by the sweat of my brow, not to build myself a big playhouse. Nevertheless, I must begin my with my leader duties.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **Gnorm** on **August 19, 2013, 05:24:00 pm**

4th Moonstone, 106

Unlike my predecessor, I shall begin my term as outpost leader with maturity and professionalism. I have copied the notes of “the Count” for my convenience.



Damned kobold thieves. I ordered the military to kill it, but it got away. Didn't grab anything though; even if he did, whatever kobold

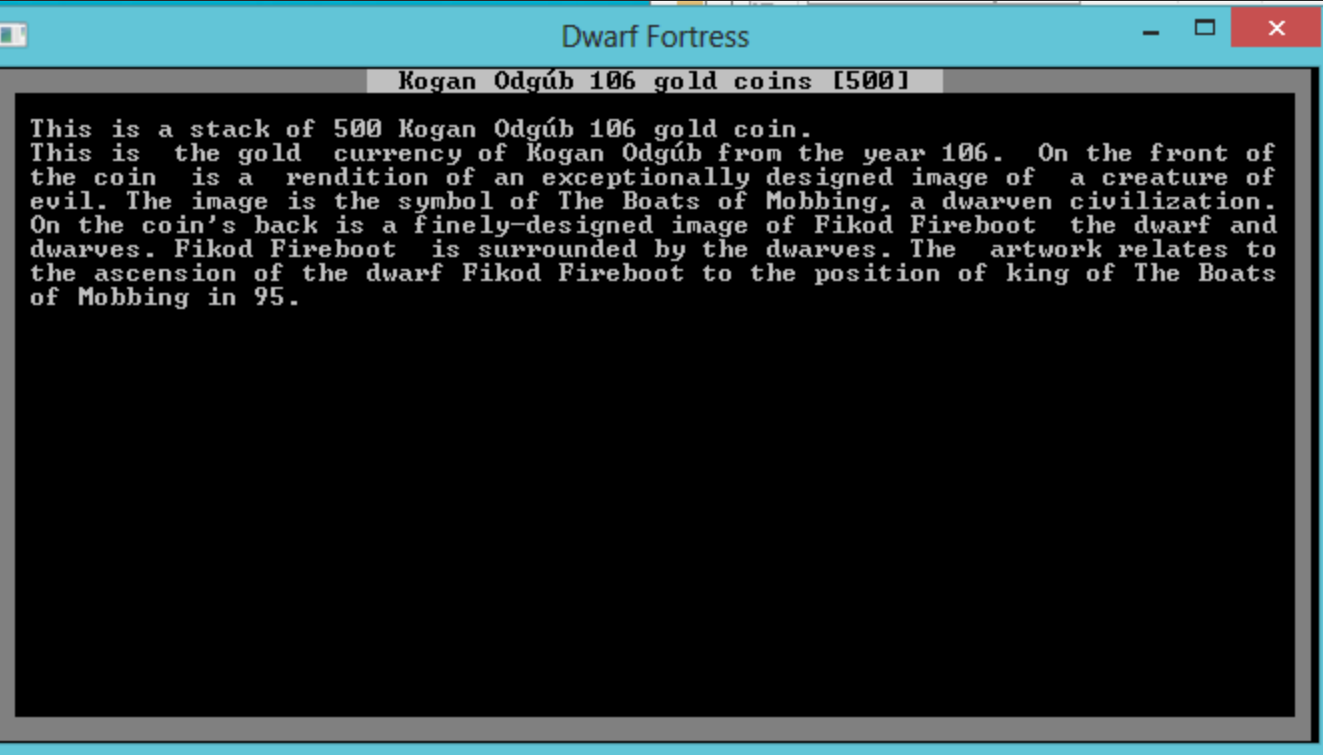
group lives on this island can't be that strong.

7th Opal, 106

The side entrances of our base are now hooked up to a lever in case we're attacked by any of the less desirable inhabitants of this island.

25th Opal, 106

I've finally made use of the gold. Instead of relying on primitive means of bartering, we now have gold currency.



I understand that it isn't truly necessary, seeing as we're in a sort of anarch-communist state. Still, they remind me of a more civilized world.

23rd Obsidian, 106

Another kobold thief intruded on our territory today. Fortunately, this one was brought to swift justice.

The wall around the fortress is almost complete. I'll draw a picture in this book once it is all done.

28th Obsidian, 106

It's the last day of the year 106, and we have just finished the fortress wall.



Next comes the main drawbridge; I shall put it in front of the road leading to the depot. The time is now to welcome the new year with ambition.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **CaptainArchmage** on **August 19, 2013, 06:19:00 pm**

Alright, as we're approaching the end of the 21st on the forums, and I've heard The Master is out, would it be possible for Necrisha and then bp920091 to take turns on the 22nd and 23rd respectively? Unless Vinedragon is around for his or her turn, that is.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **griffinpup** on **August 19, 2013, 07:08:33 pm**

Sorry guys, real life stopped me from having time for this. I'm afraid I must pass.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **Gnorm** on **August 19, 2013, 07:51:28 pm**

2nd Granite, 107

Lady Luck has smiled on me. As one of the miners was digging through the earth, he uncovered an expansive system of tunnels hidden deep underground.



At first, I wasn't quite sure what to do with this discovery; soon, I realized how I could turn this into profit. The deep underground tunnels could serve as an ingenious underground smuggling route, and I would be in charge of it; I'll be rich! I shall set to work immediately!

19th Granite, 107

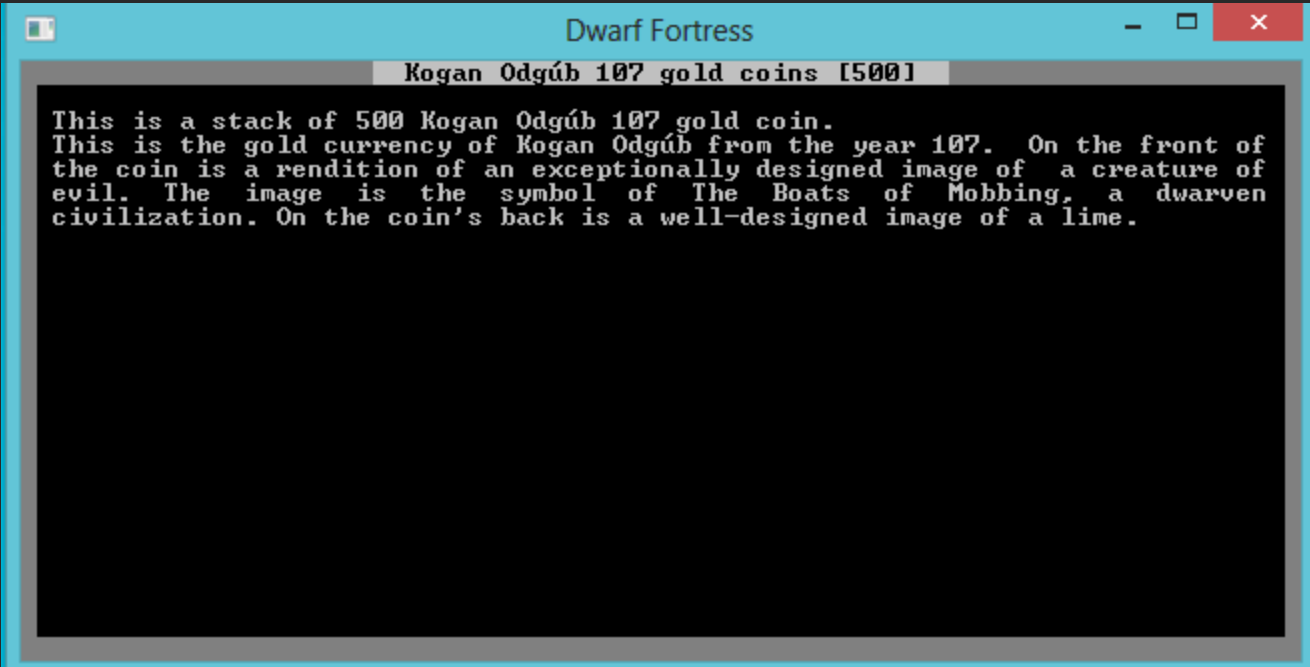
A group of new-arrivals have shown up near the fortress. I don't know where they came from, but I'm putting them to immediate work!

- Migrants:
- 1 Female Spinner
 - 1 Male Dyer
 - 3 Male Fishery Workers
 - 1 Female Peasant
 - 5 Male Parasites
 - 1 Female Cook
 - 6 Female Parasites
 - 1 Female Crafts dwarf
 - 2 Male Farmers
 - 1 Female Farmer
 - 1 Female Herbalist
 - 1 Male Metalcrafter
 - 1 Female Shearer

It seems that more housing is in order.

3rd Slate, 107

The 107 mint has begun, I have recorded the design below.



9th Slate, 107

Fath Ralegen, Parasite is taken by a fey mood!

One of the parasites has gone into a strange state of mind, and demands materials and workspace. I'll give it to him, but he'll be a prime specimen for my upcoming project.

20th Slate, 107

The parasite has just revealed his artifact to us: a native copper ring worth about 9600.



21st Slate, 107

My men are now connecting the main drawbridge to the lever in the tower. This shall allow us a better defense.

13th Felsite, 107

An orc thief was spotted today outside of the fortress. He was quickly dispatched by the military, when yet another appeared. This one managed to murder the girl from whom I took this hymnal. Then yet another orc appeared, and, before the military could even finish that one, another one appeared. The duo managed to kill many of our military men, including the Count. A couple of goblin thieves were spotted, but, unlike the orcs, they fled like cowards. One orc still remains fight our military.

19th Slate, 107

During the confusion, an elven caravan arrived, we'll trade as soon as the mess is cleared up.

26th Slate, 107

Today, in order to save our fortress from a single orc, I almost made a very destructive choice. I had ordered my dwarves to collapse the tower on top of the orc, and the constructions were in the middle of being removed when the military finally managed to kill the single orc.

- List of dead:
- 1 Swordsdwarf
 - 1 Farmer
 - 1 Macedwarf
 - 1 Marksdwarf
 - Vinedragon the Doctor
 - 1 Woodcutter
 - Master Greatbeard
 - The Count

Now that that fiasco is over, it's time to trade with some elves.



Wait so most of the starting seven are dead now? Damn, it looks like this will be a two-turn fort.
If the fortress falls this early (or ends up in an unrecoverable state, i.e. full on tantrum spiral), we will do a revert.

When I said four days, I should have said "It only takes 24 hours after the initial save is posted for everything to go to hell".

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **Gnorm** on **August 19, 2013, 11:11:17 pm**

7th Hematite, 107

I traded personally today with the elves, seeing as our former broker is now dead. Most of their stuff was cheap crap; I only purchased the necessities.

24th Hematite, 107

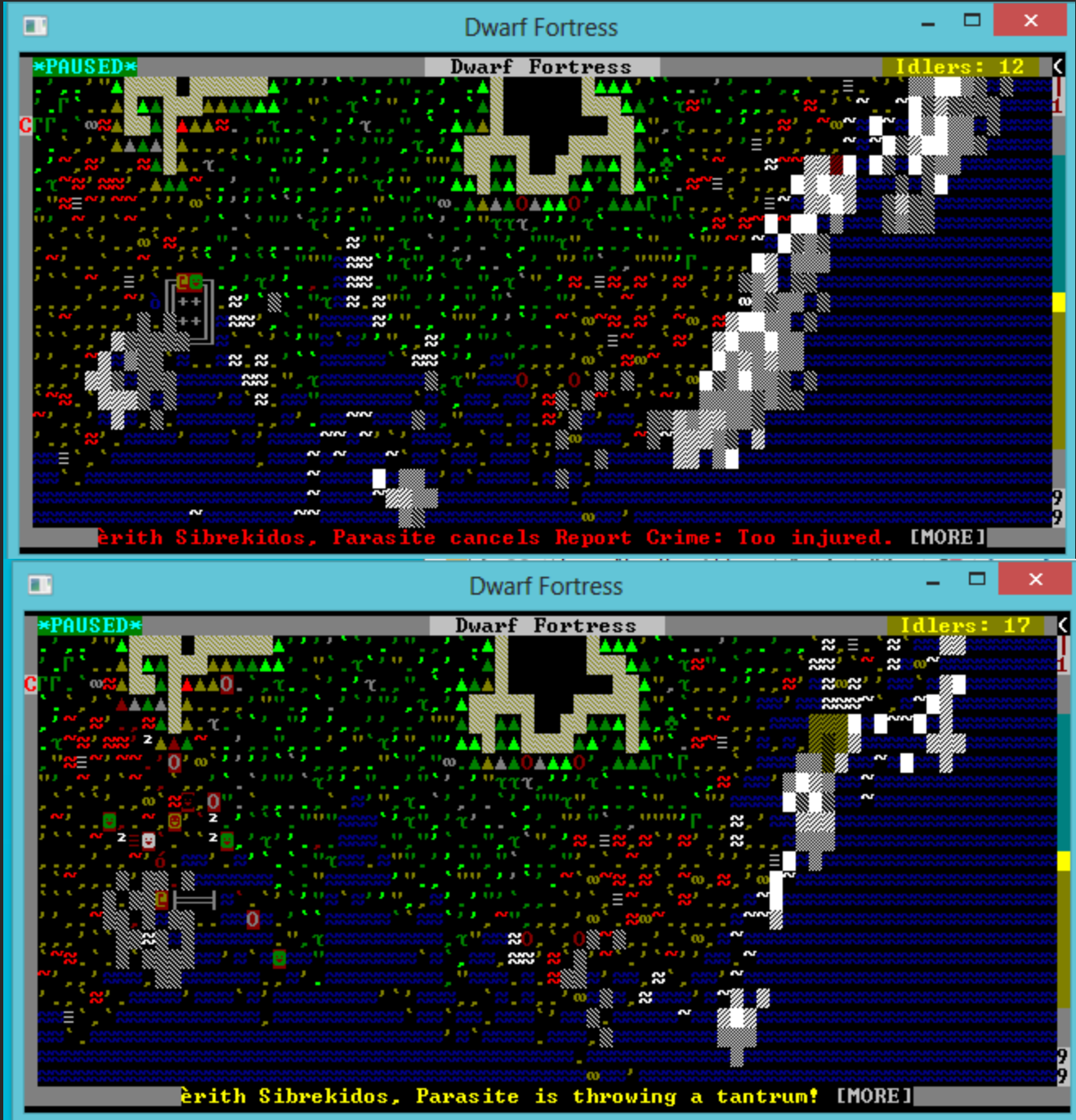
Another group of migrants have arrived; they're just in time to replace all of my dead workers.

- 2 Farmers
- 1 Weaponsmith
- 1 Cheesemaker
- 1 Metalcrafter
- 1 Butcher
- 1 Fish Dissector
- 1 Glazer
- 1 Woodcrafter
- 3 Parasites
- 1 Hunter
- 1 Soap Maker

7th Malachite, 107

I've ordered a burial at sea for all of the dwarves that died fighting the orcs. It's the least we can do.

16th Malachite, 107



Well that didn't go as well as I had originally hoped.

17th Malachite, 107

The residents have become unruly, and I feel that it is time to lay low for a while. I've given up both of my positions. Whoever wishes to succeed me, good luck.

Good luck to whoever is next! I'll have the file up soon.
<http://www.mediafire.com/download/agtqvestz29se3t/SparkgearXIV.zip>
(<http://www.mediafire.com/download/agtqvestz29se3t/SparkgearXIV.zip>)

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **bp920091** on **August 20, 2013, 12:47:50 am**

im fine with the 23rd. Ive got it market in my calendar.

On a side note, how is the forum timed. GMT or what?

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **Gnorm** on **August 20, 2013, 04:15:39 pm**

Is "The Master" taking his turn?

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **CaptainArchmage** on **August 20, 2013, 06:08:49 pm**

Quote from: Gnorm on August 20, 2013, 04:15:39 pm
Is "The Master" taking his turn?

From Moltenchannels, The Master has been interrupted by real life and will not be taking that turn. I assume the same applies to this. If bp920091 or Necrisha can start on the save ASAP (first one to it), that would be great. Since Tuesday is pretty much over, we'll make that the Wednesday 21st slot with the 22nd going to the other person.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **bp920091** on **August 20, 2013, 10:53:25 pm**

I can do the 22nd, not the 21st (sorry, that day is VERY full for me)

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **CaptainArchmage** on **August 22, 2013, 06:03:12 pm**

Quote from: bp920091 on August 20, 2013, 10:53:25 pm
I can do the 22nd, not the 21st (sorry, that day is VERY full for me)

You're on then. Go from the latest save, or from my save if that last one is unplayable.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **bp920091** on **August 23, 2013, 05:37:03 am**

Computer issues. Since fixed, but I won't be able to do much of an update before it his the 23rd.

I'm requesting an extension (as I'm leaving for college, I need to finish off at least 2 bottles of vodka, half a bottle of rum, and a bottle of sake. This should be the perfect chance to do it.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **CaptainArchmage** on **August 23, 2013, 11:02:25 am**

Given that you had computer troubles, and were unable to play, and the playlist is a total mess, you can start your turn today as of Friday 23rd August. This means you do not need to be drunk until tomorrow, but you can be drunk on both days if you like.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **bp920091** on **August 23, 2013, 05:55:29 pm**

Downloading save now.

Oh, and my car broke down today (clutch gave out, no idea why. It needs to be completely replaced.)

Yeah, this is going to be a drunken update...

Quick question. Is there some reason why everyone is under the sky? there's like nothing dug out underground...

If it's because of a lack of miners/tools, im sure gonna have to fix that.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **Gnorm** on **August 23, 2013, 06:38:11 pm**

Glad to see that this fortress isn't *completely* abandoned. Did you use the first save or the second?

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **CaptainArchmage** on **August 23, 2013, 06:42:57 pm**

Technically the fortress fell during Gnorm's turn, because it was mostly aboveground owing to the initial lack of mining equipment. As Fortress Fuck The World towered over the rest of the buildings, likely almost everything has been flattened. If its too much to save the place, use the first save.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **bp920091** on **August 23, 2013, 06:57:40 pm**

Oh, im having great fun, everyone's looking up, stuff's getting dug.

Six shots down :)

I took the second save.

I **HAVE** recovered forts from worse catastrophies before.

Also, im implementing two of my happiness generators (a 5 wall unit one and a 4x4 circular one. They should make the fortress all smiles again.

Oh, do i have permission to make the children (not babies), able to HAUL (and just haul), or am i stuck with vanilla commands?

BTW, i dunno what you guys did with this fort, but it's one of the most unstable forts that i have EVER seen.

/me takes another shot.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**

Post by: **Gnorm** on **August 23, 2013, 07:31:18 pm**

Quote from: CaptainArchmage on August 23, 2013, 06:42:57 pm

Technically the fortress fell during Gnorm's turn, because it was mostly aboveground owing to the initial lack of mining equipment. As Fortress Fuck The World towered over the rest of the buildings, likely almost everything has been flattened. If its too much to save the place, use the first save.

I didn't *actually* drop the tower on the orc. I *almost* did it, though.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**

Post by: **CaptainArchmage** on **August 23, 2013, 07:32:52 pm**

Quote from: bp920091 on August 23, 2013, 06:57:40 pm

BTW, i dunno what you guys did with this fort, but it's one of the most unstable forts that i have EVER seen.

How is the fortress unstable?

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**

Post by: **bp920091** on **August 23, 2013, 07:38:00 pm**

Quote from: CaptainArchmage on August 23, 2013, 07:32:52 pm

Quote from: bp920091 on August 23, 2013, 06:57:40 pm

BTW, i dunno what you guys did with this fort, but it's one of the most unstable forts that i have EVER seen.

How is the fortress unstable?

crashes about every other time I start it

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**

Post by: **CaptainArchmage** on **August 23, 2013, 07:53:03 pm**

Quote from: bp920091 on August 23, 2013, 07:38:00 pm

Quote from: CaptainArchmage on August 23, 2013, 07:32:52 pm

Quote from: bp920091 on August 23, 2013, 06:57:40 pm

BTW, i dunno what you guys did with this fort, but it's one of the most unstable forts that i have EVER seen.

How is the fortress unstable?

crashes about every other time I start it

Check how much RAM you have and how much the game takes up when the fortress is loaded. It may just be too damn fat 8) .

Edit: Are creatures moving into the map? The embark stretches between the coast of an island (where the dwarves are) and the coast of the mainland, and I only had four creatures on the map, which never departed the place. I'm wondering whether the embark is bugged.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**

Post by: **bp920091** on **August 23, 2013, 09:16:22 pm**

Quote from: CaptainArchmage on August 23, 2013, 07:53:03 pm

Quote from: bp920091 on August 23, 2013, 07:38:00 pm

Quote from: CaptainArchmage on August 23, 2013, 07:32:52 pm

Quote from: bp920091 on August 23, 2013, 06:57:40 pm

BTW, i dunno what you guys did with this fort, but it's one of the most unstable forts that i have EVER seen.

How is the fortress unstable?

crashes about every other time I start it

Check how much RAM you have and how much the game takes up when the fortress is loaded. It may just be too damn fat 8) .

Edit: Are creatures moving into the map? The embark stretches between the coast of an island (where the dwarves are) and the coast of the mainland, and I only had four creatures on the map, which never departed the place. I'm wondering whether the embark is bugged.

12GB, DDR3, 2000 speed (ie, RAM isnt a problem).

There arent THAT many creatures (outside of vermin, which there is about 12-20 of (they dont show up on every snapshot).

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**

Post by: **bp920091** on **August 23, 2013, 10:11:27 pm**

First part of the update. more will come tonight:

AN: 2 shots down

20th Malachite

This place is a mess. Dwarves are not meant to live aboveground.

There's no real reason for it either, and everyone is near to snapping from the strain of being under that sun.

We're proper dwarves, and that means that we go BELOW!

First thing is first, a proper dormitory, with beds provided by... wait... we dont have a carpenters workshop either...

Ok, first thing is to take stock of how many logs we have... No bookkeeper... Or Manager...

At least we have enough drink for me to forget about this... Oh wait, we're nearly out of that too...

Fine, everyone goes and plants plump helmets that isnt mining or hauling logs to a newly created wood stockpile. If for nothing else, when people snap and go insane, we wont lose everyone.

22nd Malachite:

Apparently 6 of our members are resting in a hospital... From wounds caused by tantruming children.

This Stops NOW!

I talked to one of the children who was furious, a child by the name of "" and he told me that people kept calling him a parasite, good for nothing, and completely worthless.

This isnt the way to talk to future members of the fortress, as they are going to be the ones caring for us when we are older and cannot work (remember, brainwash when they are young, keep the abuse to the teenage years).

An: another shot

27th Malachite:

The dwarves have mostly finished hauling crap into that wood stockpile, getting below ground, and have started to sleep in actual beds (even in a communal dormitory).

What i need to do is simple: Secure the fortress from any and all threats, internal and external

Fortresses have died from many things, lack of drink, lack of food, invading armies, and just general unhappiness.

As a result, i have started running the stills full time, planting plump helmet fields, locking the walls, and i have started one of my ambitious projects. A happiness generator.

A series of waterfalls designed to generate mist in an infinite cycle, a happiness generator can also be turned off at a whim.

The one that i am designing consists of twelve pumps, requiring 150 units of power, or a two stage dihidrominoxide reactor. Im sticking with two one-stage reactors, as they would be a better option over time (less water loss, less maintenance, and you can turn the whole thing off with a throw of a switch).

But, due to the increased unhappiness, i am also installing a circular one, immediately above the dining hall

17th Galena:

A craftsdwarf has begun construction of a mysterius construction, and we get human traders.

Excellent, this will give us the ability to actually have a trader with the broker skill, as we can actually find out what stuff's worth after a transaction.

Necrishia also gave birth to a girl

19th Galena:

ALERT, A troll managed to wander into the bedrooms!

Cancel alert. the bedridden occupants have latched on with their teeth to the troll and have ripped off three of his fingers.

/me takes another shot

Well, i was apparently taking a nap in one of those beds, and that troll managed to piledrive it's elbow into my skull, shattering it.

I guess that's why im a ghost now...

In response, ive enlisted the entire fortress into squads, and they are currently breaking every bit of the troll that they can reach...

25th Galena:

Even though im dead, im still terrified at what is happening. The troll is getting punched in the head, repetitively, by every single member of the military.

This has been going on for FIVE days!

A helmet snake has snuck in and killed ID Q., but the peasants gouged it's eyes out with their fingers before ripping it apart.

In lighter news, my happiness generator is nearly complete, so that the whole fort will be able to recover as one :)

28th Galena:

The troll is dead, and more importantly, my happiness generator is completed (at least the 4x4 part), and it has started working. Everyone is starting to chill out and be calmer

/me takes a shot

19th Limestone:

We get ten migrants. All adults, and all without any special skills to bring to the table...

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **bp920091** on **August 24, 2013, 01:19:55 am**

Sorry for triple post, but im still applying for that 24 hour extension (im so drunk that this is the seventh time ive written this response, and i cant focus on DF any more. About 14 shots over 3 hours is making me tipsy). Ill be finishing it tomorrow, same for uploading.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **CaptainArchmage** on **August 24, 2013, 11:25:45 am**

Quote from: bp920091 on August 24, 2013, 01:19:55 am
Sorry for triple post, but im still applying for that 24 hour extension (im so drunk that this is the seventh time ive written this response, and i cant focus on DF any more. About 14 shots over 3 hours is making me tipsy). Ill be finishing it tomorrow, same for uploading.

This is OK.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **Gnorm** on **August 24, 2013, 01:27:30 pm**

Is the next turn still mine?

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **CaptainArchmage** on **August 24, 2013, 10:13:26 pm**

Quote from: Gnorm on August 24, 2013, 01:27:30 pm

Is the next turn still mine?

When bp920091 is done, **your turn will be up**. I believe bp920091 had some real life issues that prevented the fortress progressing, and while I pushed back his turn he ended up taking two drunken days.

After Gnorm I will probably take my (second) turn. The list is in a mess and mostly "whoever is able to pick up the save", likely because of the delays in getting us started.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**

Post by: **bp920091** on **August 25, 2013, 01:28:52 am**

A massive upswing in happiness has occured here, with everyone not being miserable (minus two stricken dwarves who cannot be healed).

The dual happiness generators are complete, a 5 wall unit and a 4x4 celing unit powered by FIVE water reactors (said water reactors always have discrepancies in consistent power, so, ive installed one more than needed).

The single lever that i have installed is designed for shutting off the WALL units (it's the labeled lever in the lower right corner of the dining hall).

25th Sandstone:

Mermaids sighted across the sea. Images of horrific things done in the name of science echo through my mind.

And, we have put all the dead dwarves to rest in this fortress. We may never cross the sea, but we can make our dead honored.

AN: Ten shots of vodka down and ive had issues writing down exactly what's happened (other than getting everything setup, it's basically been waiting and making sure that nothing has gone wrong).

Save is HERE (<https://www.dropbox.com/s/uoudjeku8nmw82q/SparkgearXIV.zip>)

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**

Post by: **Gnorm** on **August 25, 2013, 02:06:07 am**

Cool! I'll get on this tomorrow.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**

Post by: **Gnorm** on **August 25, 2013, 07:20:37 pm**

Journal of Gnorm:

10th Timber, 107

My successor managed to save this outpost from complete destruction. Admirable, but now it’s once again time for me to make my mark on this base. I’ve decided to give up on my plans of an underground smuggling route, or, at the very least, put them on hold. The time has come, I’ve decided, build myself a personal headquarters for my criminal operations. I’ve switched my profession to that of a miner, and I’ve managed to obtain enough influence over the dwarves here to manage this task. I’ll begin tomorrow.

12th Timber, 107

The outpost liaison has arrived with the caravan, and the trading has commenced. As a precaution, the side entrances have been closed and the militia posted at the depot.

13th Timber, 107

As I had expected, the orcs have sent their thieves after us. The militia is preparing to cut them down.

18th Timber, 107

Recruited a peasant to build a roof over the external fortress; we’ve been under the sun for far too long. I’ve also ordered an increased production of metal and cut gems for my project.

19th Timber, 107

An orc thief made it into the tunnels today, and I ran right into it. It took a swipe at me, but I quickly dodged away, yelled for the guards, and made a run for it. I later found out that, as the militia was chasing the thief through the tunnel to the mainland, they ran into a bunch of kobolds and goblins trying to make their entry. We need to trap that tunnel before this gets out of hand.

23rd Timber, 107

“The Master” has just died of thirst. He shall be given a proper burial in the tombs.

25th Timber, 107

Today, a goblin thief crippled one of our speardwarves on the mainland and took away her infant child. Unfortunate, but this is just yet another reminder that we need better defenses.

22nd Moonstone, 107

Solon has finally begun work on his artefact; I’m eager to see how it turns out.

28th Moonstone, 107

The artefact has been finished, and it’s a very expensive blue granite coffer. I think it will go nicely in my HQ.

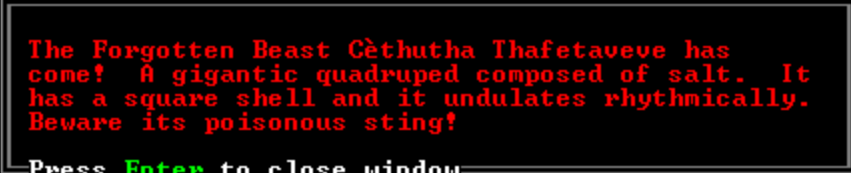
5th Opal, 107

I ordered the dwarves to pull the plug on the waterfall machine; it was making a lot of my men nervous.

20th Opal, 107

A forgotten beast has emerged from the darkness below, and is moving towards the fort at a remarkable speed. The military has gone into the depths to confront this beast, and I hope they repel it.

7th Obsidian, 107



The beast disappeared in the dark, and the military got tired of waiting. It was made of salt, though, so if it does try to attack, we'll win.

Undertaker's Report:

22nd Obsidian, 107

The dwarf known as "Gnorm" was shot and killed during a goblin ambush from the mainland. According to his journal, he claimed to be a criminal mastermind. Journal has been taken to the expedition leader for further analysis.

That's that. The save will be up soon.
[http://www.mediafire.com/download/4s1uub195sn499c/SparkgearXIV\(2\).zip](http://www.mediafire.com/download/4s1uub195sn499c/SparkgearXIV(2).zip)
([http://www.mediafire.com/download/4s1uub195sn499c/SparkgearXIV\(2\).zip](http://www.mediafire.com/download/4s1uub195sn499c/SparkgearXIV(2).zip))

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **CaptainArchmage** on **August 26, 2013, 09:08:54 am**

Alright. I'm going to take this save up.

ANYONE UP FOR THE NEXT TURN?

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **CaptainArchmage** on **August 26, 2013, 04:43:56 pm**

This will be my post for turn stuff, so it will be continuously updated so keep an eye on it. I will post the save when done here.

Edit: Just what happened here? It looks like someone built an aquifer powerplant, but something's flooding.

Edit2: Apparently, someone dug the tunnel, and yes, there are gears here with a powerplant. I just locked down the tunnel and got all dwarves to the other side because of goblins though. Wow, nobody from the initial starting expedition survived.

Journal of Master Sparkshield, Arcanist and Expedition Leader of Tunnelgear the Spark of Machines

1st Granite 108

A few days ago the undertaker reported that 'Gnorm', who was overseeing a good deal of the works going on in the fortress, had been shot and killed during a goblin ambush on the mainland. I got a hold of 'Gnorm's journal in the meantime. Unfortunately, the fortress was beset by a colossal crisis and I was completely unable to do anything else.

Firstly, the surviving migrants on the mainland had to be evacuated inside the fort and I had to lock the doors. I managed to get everyone inside the secure fortress, including a peasant who was being chased around by the goblins. Secondly, a large amount of water had been pouring into one of the underground areas, trapping two dwarves. I had a wall built on top of the staircase, but unfortunately this trapped the dwarves inside a room knee deep in water. I have performed a head count and it looks like everyone is now safe.

Today, a new year dawns upon the fortress of Tunnelgear the Spark of Machines. I arrived during the summer of 107 as an Arcanist of the Boats of Mobbing. The fortress founder, Count Fuck the World, had been killed during some alteration with orcish thieves earlier in the year. The actual assignment, given to me directly by King Fikod Zirilcog, is to recover the soul of Count Fuck the World and the crew, and restore them to the world. This will take many preparations and I will need to secure as much of the fortress as I can before I begin the holy ritual.

To begin, the island-side entrance to the under-ocean tunnel is outside of the fortress, and exposed to attack. I decided to lock the hatch after everyone got in, just in case there are more attacks. I'm going to dig down and try to free the dwarves trapped in the flooded furniture stockpile.

Edit: Since nobody is taking tomorrow (27th), I'm going to end this turn and begin a new one.

Savescums/Crashes/Clusterfukking Moments Thus Far: 1 or 2 or so.

Important: Because this save is requiring **XX> 1.5GB of RAMXX**, and the size of the file is nigh approaching the **!!100MB!!** limit on uploads, when this fort ends we'll start on a new world OR wait for the new release if that's going to happen in a week or two afterwards and start a new world on that. If only Toady would release the important fortress-stuff updates and then fix the adventure stuff in a minor update....

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **Gnorm** on **August 26, 2013, 10:24:44 pm**

"BP's" waterfall machine caused minor flooding, which caused many dwarves to cancel their jobs. I turned it off during my last turn.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **bp920091** on **August 27, 2013, 11:29:02 pm**

the overhead one had a single tile of water in it, and it shouldnt have caused any major flooding.

Also, it completely saved the fortress form a tantrum spiral (i was seriously concerned for a portion of it).

Glad to see the fort is still going.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **Gnorm** on **August 29, 2013, 10:29:39 pm**

How's the update going?

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **Necrisha** on **September 01, 2013, 03:31:36 pm**

let's just leave it at a hotfix from an existing bug gone horribly wrong for now. The devil's in the details and hired help. Between family illness issues, a brutal amount of trying to get a job in the next city over and computer hardware issues, I've hardly had anytime to do

anything worthwhile beyond 10 or 15 minute catch-up sessions on e-mail and stuff. stupid wifi antenna's disconnected somehow.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **Ezk1** on **September 26, 2013, 04:24:33 am**

I tought that fort had died, as it took, what, a month or so?, to start up so totally forgot that had signed for turn. Havent read thread yet, but i guess fort died completely during start of month?

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **CaptainArchmage** on **September 26, 2013, 08:06:40 am**

Quote from: Ezk1 on September 26, 2013, 04:24:33 am
I tought that fort had died, as it took, what, a month or so?, to start up so totally forgot that had signed for turn. Havent read thread yet, but i guess fort died completely during start of month?

The fort didn't die, other things took over. I'll try to get this going once again, or Ezk1 can just go right away from the last posted save.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **Ieb** on **September 30, 2013, 03:52:22 am**

It's a shame to see something as amusing as this game going down the gullet of real life. Sign me up for the turn after Ezk1 then.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **CaptainArchmage** on **September 30, 2013, 04:17:04 am**

Quote from: Ieb on September 30, 2013, 03:52:22 am
It's a shame to see something as amusing as this game going down the gullet of real life. Sign me up for the turn after Ezk1 then.

Will do once I catch up on sleep. Moltenchannels is going to be taking up my time for a while now, so I'm not going to be doing either Bowelpillars or Sparkgear XIV for at least a week now.

Ieb, if you can deal with the save, deal with it now. In that case I'll count your turn until 1st October forum time. Else Ezk1 can try (if you're there).

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **Ieb** on **September 30, 2013, 04:33:40 am**

DIBS.

~~This here post shall be used to tell about whatever shenanigans shall occur in short order.~~

Urm, sorry, scratch that. Ezk1 can take the turn for now, found out I got quite a few things to do today, and to top it off, for some reason Mediafire didn't even want me to DL the damn save. I can take the turn after.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **CaptainArchmage** on **September 30, 2013, 07:13:24 pm**

Quote from: Ieb on September 30, 2013, 04:33:40 am
DIBS.

~~This here post shall be used to tell about whatever shenanigans shall occur in short order.~~

Urm, sorry, scratch that. Ezk1 can take the turn for now, found out I got quite a few things to do today, and to top it off, for some reason Mediafire didn't even want me to DL the damn save. I can take the turn after.

Fine, if you have the time later today or so then you can start the save. It doesn't have to be right now, just in the next day or two.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **Gnorm** on **September 30, 2013, 09:39:54 pm**

What a pleasant surprise to see this fortress back in business. You might want to update the front page, seeing as it is quite outdated now (plus, there is a missing line-break in the civilization list). Best of luck to whoever undertakes overseeing this blasted place.

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **Ezk1** on **October 10, 2013, 04:00:11 am**

Dont have anytime to play my turn at the moment, just skip me, if iget some spare time i let you guys know, just real life work is piling up and soon it will cursh me below it...

Title: **Re: Sparkgear XIV: A POX ON THOSE GOBLIN FIENDS FOR FOUNDERING MY SHIP!**
Post by: **CaptainArchmage** on **October 10, 2013, 01:44:10 pm**

Quote from: Ieb on September 30, 2013, 04:33:40 am
DIBS.

~~This here post shall be used to tell about whatever shenanigans shall occur in short order.~~

Urm, sorry, scratch that. Ezk1 can take the turn for now, found out I got quite a few things to do today, and to top it off, for some reason Mediafire didn't even want me to DL the damn save. I can take the turn after.

Fine. Ieb, when you are able to get the save going, let us know and I will start the clock from then.

Quote from: Gnorm on September 30, 2013, 09:39:54 pm
What a pleasant surprise to see this fortress back in business. You might want to update the front page, seeing as it is quite outdated now (plus, there is a missing line-break in the civilization list). Best of luck to whoever undertakes overseeing this blasted place.

Unless someone else can get to it faster.